

NOTES

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Name

11

AC

5

Hit Points

PURE STRAIN HUMAN

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

WEAPONS

WOODEN SPEAR - 1D6

EQUIPMENT

BONE NECKLACE

TREASURE

ARMOR

12

STRENGTH

Modifier: 0

7

AGILITY

Modifier: -1

13

STAMINA

Modifier: +1

15

PERSONALITY

Modifier: +1

11

INTELLIGENCE

Modifier: 0

6

LUCK

Modifier: -1

Base Speed

30'

Melee Attack

-1

Melee Damage

+0

Reflex Save

-1

Missile Attack

-2

Missile Damage

+0

Fortitude Save

-1

Will Save

+1

COMBAT BASICS

Initiative: -1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

NUCLEAR WINTER
ALL ATTACK ROLLS -1

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

MUTATIONS / ARTIFACTS

Level-0 Mutations

Artifact

Check

Effect

LEVEL-0

NOTES

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Name

10

AC

4

Hit Points

PURE STRAIN HUMAN

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

WEAPONS

FLINT DAGGER - 1D4+1

EQUIPMENT

BAG OF BEADS

TREASURE

ARMOR

13 STRENGTH

Modifier: +1

12 AGILITY

Modifier: 0

12 STAMINA

Modifier: 0

11 PERSONALITY

Modifier: 0

8 INTELLIGENCE

Modifier: -1

11 LUCK

Modifier: 0

Base Speed
30'

Melee Attack
+1

Melee Damage
+1

Reflex Save
+0

Missile Attack
+0

Missile Damage
+0

Fortitude Save
+0

COMBAT BASICS

Initiative: +0

Action Dice: D20

Crit Die: D4

Crit Table: I

Will Save
+0

BIRTH SIGN / LUCKY ROLL

THE HEALER
SAVES VS. POISON +0

-1

ARTIFACT ROLL
INCLUDING MODIFIERS

MUTATIONS / ARTIFACTS

Level-0 Mutations

Artifact

Check

Effect

LEVEL-0

NOTES

Name

10

AC

2

Hit Points

Mutant

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

14

STRENGTH

Modifier: +1

10

AGILITY

Modifier: 0

7

STAMINA

Modifier: -1

15

PERSONALITY

Modifier: +1

7

INTELLIGENCE

Modifier: -1

15

LUCK

Modifier: +1

Base Speed

30'

Reflex Save

+0

Fortitude Save

-1

Will Save

+1

Melee Attack

+1

Missile Attack

+0

COMBAT BASICS

Initiative: +0

Action Dice: D20

Crit Die: D4

Crit Table: I

Melee Damage

+1

Missile Damage

+0

BIRTH SIGN / LUCKY ROLL

THE ECOBOT
HIT POINTS +1

-1

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

FLINT DAGGER - 1D4+1

TREASURE

EQUIPMENT

LARGE SHINY THING

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

SKIN TEXTURE: INVISIBLE

Artifact	Check	Effect

LEVEL-0

NOTES

Name

11

AC

4

Hit Points

Mutant

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

11

STRENGTH

Modifier: 0

13

AGILITY

Modifier: +1

10

STAMINA

Modifier: 0

9

PERSONALITY

Modifier: 0

8

INTELLIGENCE

Modifier: -1

16

LUCK

Modifier: +2

Base Speed

30'

Melee Attack

+0

Melee Damage

+0

Reflex Save

+1

Missile Attack

+1

Missile Damage

+0

Fortitude Save

+0

Will Save

-1

COMBAT BASICS

Initiative: +1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE UNCHANGING VS. DEFECT ROLLS +2

-1

ARTIFACT ROLL INCLUDING MODIFIERS

WEAPONS

FLINT DAGGER - 1D4

TREASURE

EQUIPMENT

PAINTS & DYES

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

BODY HAS RIDGED BACK

Artifact	Check	Effect

LEVEL-0

NOTES

MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

Name

AC

Hit Points

MANIMAL (WARTHOG)

Genotype

Level

XP

CLAN OF COG

Archaic Alignment

WEAPONS

SLING - 1D4+1

EQUIPMENT

BAG OF SEA SHELLS

TREASURE

ARMOR

13 **STRENGTH**

Modifier: +1

11 **AGILITY**

Modifier: 0

14 **STAMINA**

Modifier: +1

9 **PERSONALITY**

Modifier: 0

12 **INTELLIGENCE**

Modifier: 0

10 **LUCK**

Modifier: 0

Base Speed
30'

Melee Attack
+1

Melee Damage
+1

Reflex Save
+0

Missile Attack
+0

Missile Damage
+0

Fortitude Save
+1

Will Save
+0

COMBAT BASICS
Initiative: +0
Action Dice: D20
Crit Die: D4
Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE HUNTER
ATTACK & DAMAGE
WITH FIRST WEAPON +0

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

MUTATIONS / ARTIFACTS

Level-0 Mutations

TUSKS 1D4+1

Artifact Check Effect

LEVEL-0

NOTES

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Name

10

AC

4

Hit Points

9

STRENGTH

Modifier: 0

8

AGILITY

Modifier: -1

10

STAMINA

Modifier: 0

15

PERSONALITY

Modifier: +1

7

INTELLIGENCE

Modifier: -1

9

LUCK

Modifier: 0

MANIMAL (DOG)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

Base Speed
30'

Melee Attack
+0

Melee Damage
+0

Reflex Save
-1

Missile Attack
-1

Missile Damage
+0

Fortitude Save
+0

Will Save
+1

COMBAT BASICS

Initiative: -1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE BACKUP DISK
FUMBLE ROLLS +0

-1

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

WOODEN SPEAR - 1D6

TREASURE

EQUIPMENT

ARMOR

LEATHER SHIELD +1 AC

MUTATIONS / ARTIFACTS

Level-0 Mutations

BITE 1D4

Artifact

Check

Effect

LEVEL-0

NOTES

Name

9

AC

1

Hit Points

PLANTIENT (BAMBOO)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

11

STRENGTH

Modifier: 0

6

AGILITY

Modifier: -1

4

STAMINA

Modifier: -2

15

PERSONALITY

Modifier: +1

10

INTELLIGENCE

Modifier: 0

12

LUCK

Modifier: 0

Base Speed

30'

Melee Attack

+0

Melee Damage

+0

Reflex Save

-1

Missile Attack

-1

Missile Damage

+0

Fortitude Save

-2

Will Save

+1

COMBAT BASICS

Initiative: -1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE BUNKER

ARMOR CLASS +0

+0

ARTIFACT ROLL

INCLUDING MODIFIERS

WEAPONS

WOODEN CLUB - 1D4

TREASURE

EQUIPMENT

TORCHES (X3)

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

SHARP SPINES 1D4

Artifact

Check

Effect

LEVEL-0

NOTES

Name

8

AC

3

Hit Points

PLANTIENT (MOSS)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

7

STRENGTH

Modifier: -1

5

AGILITY

Modifier: -2

11

STAMINA

Modifier: 0

10

PERSONALITY

Modifier: 0

13

INTELLIGENCE

Modifier: +1

12

LUCK

Modifier: 0

Base Speed

30'

Melee Attack

-1

Melee Damage

-1

Reflex Save

-2

Missile Attack

-2

Missile Damage

+0

Fortitude Save

+0

Will Save

+1

COMBAT BASICS

Initiative: -2

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE BACKUP DISK
FUMBLE ROLLS +0

+1

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

LEATHER SLING - 1D4

TREASURE

EQUIPMENT

SMALL SHINY THING

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

THORNS 1D4

Artifact

Check

Effect

LEVEL-0

NOTES

Name

11

AC

1

Hit Points

11

STRENGTH

Modifier: 0

14

AGILITY

Modifier: +1

9

STAMINA

Modifier: 0

9

PERSONALITY

Modifier: 0

10

INTELLIGENCE

Modifier: 0

17

LUCK

Modifier: +2

PURE STRAIN HUMAN

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

Base Speed

30'

Melee Attack

+2

Melee Damage

+2

Reflex Save

+1

Missile Attack

+2

Missile Damage

+0

Fortitude Save

+0

Will Save

+0

COMBAT BASICS

Initiative: +1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

NUCLEAR WINTER
ALL ATTACK ROLLS +2

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

WOODEN SPEAR - 1D6

TREASURE

EQUIPMENT

HEMP ROPE 50'

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

Artifact

Check

Effect

LEVEL-0

NOTES

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Name

10

AC

2

Hit Points

PURE STRAIN HUMAN

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

WEAPONS

FLINT DAGGER - 1D4

EQUIPMENT

FLINT FIRE STARTER

TREASURE

ARMOR

9

STRENGTH

Modifier: 0

12

AGILITY

Modifier: 0

11

STAMINA

Modifier: 0

11

PERSONALITY

Modifier: 0

10

INTELLIGENCE

Modifier: 0

15

LUCK

Modifier: +1

Base Speed
30'

Melee Attack
+0

Melee Damage
+0

Reflex Save
+0

Missile Attack
+0

Missile Damage
+0

Fortitude Save
+0

Will Save
+0

COMBAT BASICS
Initiative: +0
Action Dice: D20
Crit Die: D4
Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE WARBOT
DOUBLE LUCK MOD
ON CRITICAL HITS

-1 **ARTIFACT ROLL**
INCLUDING MODIFIERS

MUTATIONS / ARTIFACTS

Level-0 Mutations

Artifact

Check

Effect

LEVEL-0

NOTES

Name

9

AC

4

Hit Points

Mutant

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

8

STRENGTH

Modifier: -1

6

AGILITY

Modifier: -1

9

STAMINA

Modifier: 0

11

PERSONALITY

Modifier: 0

9

INTELLIGENCE

Modifier: 0

10

LUCK

Modifier: 0

Base Speed

30'

Melee Attack

-1

Melee Damage

-1

Reflex Save

-1

Missile Attack

-1

Missile Damage

+0

Fortitude Save

+0

Will Save

+0

COMBAT BASICS

Initiative: -1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE BACKUP DISK
DOUBLE LUCK MOD
ON FUMBLES

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

FLINT DAGGER - 1D4+1

TREASURE

EQUIPMENT

MAGIC STICKY ROCK
(LODESTONE)

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

SKIN COLOR: PURPLE

Artifact

Check

Effect

LEVEL-0

NOTES

Name

10

AC

1

Hit Points

Mutant

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

10

STRENGTH

Modifier: 0

10

AGILITY

Modifier: 0

8

STAMINA

Modifier: -1

9

PERSONALITY

Modifier: 0

16

INTELLIGENCE

Modifier: +2

10

LUCK

Modifier: 0

Base Speed

30'

Melee Attack

+0

Melee Damage

+0

Reflex Save

+0

Missile Attack

+0

Missile Damage

+0

Fortitude Save

-1

Will Save

+0

COMBAT BASICS

Initiative: +1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

RAGNAROK

MELEE DAMAGE ROLLS

+0

+2

ARTIFACT ROLL

INCLUDING MODIFIERS

WEAPONS

FLINT DAGGER - 1D4

TREASURE

EQUIPMENT

CONCH SHELL TRUMPET

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

HANDS ARE TENTACLES

Artifact

Check

Effect

LEVEL-0

NOTES

MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

Name

AC

Hit Points

MANIMAL (BEAR)

Genotype

Level

XP

CLAN OF COG

Archaic Alignment

Base
Speed
30'

Melee
Attack
+1

Melee
Damage
+1

Reflex
Save
+0

Missile
Attack
+0

Missile
Damage
+0

Fortitude
Save
+1

Will
Save
-1

COMBAT BASICS
Initiative: +0
Action Dice: D20
Crit Die: D4
Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE GLOW
FORT SAVES +0

-1

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

BONE CLUB - 1D6+1

EQUIPMENT

HEMP ROPE 50'

TREASURE

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

CLAWS 1D4+1

Artifact

Check

Effect

LEVEL-0

NOTES

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Name

13

AC

3

Hit Points

MANIMAL (EAGLE)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

WEAPONS

WOODEN SPEAR - 1D6

EQUIPMENT

TREASURE

ARMOR

HIDE ARMOR +3 AC

11 STRENGTH

Modifier: 0

12 AGILITY

Modifier: 0

12 STAMINA

Modifier: 0

10 PERSONALITY

Modifier: 0

8 INTELLIGENCE

Modifier: -1

9 LUCK

Modifier: 0

Base Speed
30'

Melee Attack
+0

Melee Damage
+0

Reflex Save
+0

Missile Attack
+0

Missile Damage
+0

Fortitude Save
+0

Will Save
+0

COMBAT BASICS

Initiative: +0

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE HEALER
SAVES VS POISONS +0

-1

ARTIFACT ROLL
INCLUDING MODIFIERS

MUTATIONS / ARTIFACTS

Level-0 Mutations

TALON 1D4

Artifact

Check

Effect

LEVEL-0

NOTES

Name

10

AC

2

Hit Points

PLANTIENT (TOADSTOOL)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

8

STRENGTH

Modifier: -1

11

AGILITY

Modifier: 0

11

STAMINA

Modifier: 0

11

PERSONALITY

Modifier: 0

12

INTELLIGENCE

Modifier: 0

14

LUCK

Modifier: +1

Base Speed

30'

Melee Attack

-1

Melee Damage

-1

Reflex Save

+0

Missile Attack

+0

Missile Damage

+0

Fortitude Save

+0

Will Save

+0

Crit Die

D4

Crit Table

I

BIRTH SIGN / LUCKY ROLL

THE ALPHA STRIKER
MUTATION DAMAGE +1

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

STONE AXE - 1D7-1

TREASURE

EQUIPMENT

HEMP ROPE 50'

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

THORNS 1D4

Artifact

Check

Effect

LEVEL-0

NOTES

Name

10

AC

2

Hit Points

PLANTIENT (SHRUB)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

18

STRENGTH

Modifier: +3

12

AGILITY

Modifier: 0

5

STAMINA

Modifier: -2

7

PERSONALITY

Modifier: -1

6

INTELLIGENCE

Modifier: -1

13

LUCK

Modifier: +1

Base Speed

30'

Melee Attack

+3

Melee Damage

+3

Reflex Save

+0

Missile Attack

+0

Missile Damage

+0

Fortitude Save

-2

Will Save

-1

COMBAT BASICS

Initiative: +0

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE GEOMORPH
MUTATION CHECKS +1

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

LEATHER SLING - 1D4

TREASURE

EQUIPMENT

LEATHER RUCKSACK

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

THORNS 1D4

Artifact

Check

Effect

LEVEL-0

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

NOTES

Name

11

3

AC

Hit Points

PURE STRAIN HUMAN

Genotype

Level

XP

CLAN OF COG

Archaic Alignment

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

Will Save

5

STRENGTH

Modifier: -2

11

AGILITY

Modifier: 0

12

STAMINA

Modifier: 0

14

PERSONALITY

Modifier: +1

10

INTELLIGENCE

Modifier: 0

12

LUCK

Modifier: 0

COMBAT BASICS

Initiative: +0

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE SENSOR FIND SECRET DOORS +0

+0

ARTIFACT ROLL INCLUDING MODIFIERS

WEAPONS

WOODEN SPEAR - 1D6-2

TREASURE

EQUIPMENT

ARMOR

ANTLER HOOD +1 AC

MUTATIONS / ARTIFACTS

Level-0 Mutations

Artifact

Check

Effect

LEVEL-0

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MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

NOTES

Name

9

5

AC

Hit Points

PURE STRAIN HUMAN

Genotype

Level

XP

CLAN OF COG

Archaic Alignment

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

Will Save

16

STRENGTH

Modifier: +2

8

AGILITY

Modifier: -1

15

STAMINA

Modifier: +1

8

PERSONALITY

Modifier: -1

12

INTELLIGENCE

Modifier: 0

16

LUCK

Modifier: +2

COMBAT BASICS

Initiative: -1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE ESPER WILL SAVES +2

+0

ARTIFACT ROLL INCLUDING MODIFIERS

WEAPONS

BONE CLUB - 1D6+2

TREASURE

EQUIPMENT

ARMOR

TELEPATHIC RAT (PET)

MUTATIONS / ARTIFACTS

Level-0 Mutations

Artifact

Check

Effect

LEVEL-0

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MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

NOTES

Name		MUTANT		WEAPONS		EQUIPMENT	
		Genotype		FLINT DAGGER - 1D4			
Level		XP		TREASURE		ARMOR	
CLAN OF COG		Archaic Alignment				FUR CLOAK +2 AC	
Base Speed		Melee Attack		Melee Damage			
30'		+0		+0			
Reflex Save		Missile Attack		Missile Damage			
+1		-1		+0			
Fortitude Save		COMBAT BASICS		MUTATIONS / ARTIFACTS			
+0		Initiative: +1		Level-o Mutations			
Will Save		Action Dice: D20		NON-PREHENSILE TAIL			
-1		Crit Die: D4		Artifact Check Effect			
		Crit Table: I					
BIRTH SIGN / LUCKY ROLL							
THE TRIFFID							
MISSILE ATTACKS -2							
+0 ARTIFACT ROLL INCLUDING MODIFIERS							
STRENGTH							
Modifier: 0							
AGILITY							
Modifier: +1							
STAMINA							
Modifier: 0							
PERSONALITY							
Modifier: -1							
INTELLIGENCE							
Modifier: 0							
LUCK							
Modifier: -2							

LEVEL-0

MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

NOTES

Name		MUTANT		WEAPONS		EQUIPMENT	
		Genotype		FLINT DAGGER - 1D4+1		FLINT FIRE STARTER	
Level		XP		TREASURE		ARMOR	
CLAN OF COG		Archaic Alignment					
Base Speed		Melee Attack		Melee Damage			
30'		-1		-1			
Reflex Save		Missile Attack		Missile Damage			
-1		-1		+0			
Fortitude Save		COMBAT BASICS		MUTATIONS / ARTIFACTS			
+1		Initiative: -1		Level-o Mutations			
Will Save		Action Dice: D20		HEAD ABNORMALLY LARGE			
+0		Crit Die: D4		Artifact Check Effect			
		Crit Table: I					
BIRTH SIGN / LUCKY ROLL							
REVELATIONS							
MISSILE DAMAGE ROLLS							
+0							
+1 ARTIFACT ROLL INCLUDING MODIFIERS							
STRENGTH							
Modifier: -1							
AGILITY							
Modifier: -1							
STAMINA							
Modifier: +1							
PERSONALITY							
Modifier: 0							
INTELLIGENCE							
Modifier: +1							
LUCK							
Modifier: 0							

LEVEL-0

NOTES

Name

12

AC

2

Hit Points

MANIMAL (FROG)

Genotype

0

Level

CLAN OF COG

Archaic Alignment

Base Speed

30'

Melee Attack

-1

Melee Damage

-1

Reflex Save

+1

Missile Attack

+1

Missile Damage

+0

Fortitude Save

+1

Will Save

-2

COMBAT BASICS

Initiative: +1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE ALPHA STRIKER
MUTATION DAMAGE +0

+0

ARTIFACT ROLL
INCLUDING MODIFIERS

WEAPONS

LEATHER SLING - 1D4

TREASURE

EQUIPMENT

ARMOR

ANTLER HOOD +1 AC

MUTATIONS / ARTIFACTS

Level-0 Mutations

CLAWS 1D4+1

Artifact	Check	Effect

LEVEL-0

NOTES

Name

10

AC

6

Hit Points

MANIMAL (BUFFALO)

Genotype

0

Level

XP

CLAN OF COG

Archaic Alignment

13

STRENGTH

Modifier: +1

6

AGILITY

Modifier: -1

11

STAMINA

Modifier: 0

8

PERSONALITY

Modifier: -1

12

INTELLIGENCE

Modifier: 0

16

LUCK

Modifier: +2

Base Speed

30'

Melee Attack

+1

Melee Damage

+1

Reflex Save

-1

Missile Attack

-1

Missile Damage

+0

Fortitude Save

+0

Will Save

-1

COMBAT BASICS

Initiative: -1

Action Dice: D20

Crit Die: D4

Crit Table: I

BIRTH SIGN / LUCKY ROLL

THE ECOBOT

HIT POINTS PER LEVEL +2

+0

ARTIFACT ROLL

INCLUDING MODIFIERS

WEAPONS

WOODEN SPEAR - 1D6+1

TREASURE

EQUIPMENT

HEMP ROPE 50'

ARMOR

MUTATIONS / ARTIFACTS

Level-0 Mutations

HORNS 1D4

Artifact

Check

Effect

LEVEL-0

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MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

NOTES

Name		PLANTIENT (SAGEBRUSH)		WEAPONS		EQUIPMENT	
Genotype		Level		BONE CLUB - 1D6+1			
XP		CLAN OF COG		TREASURE		ARMOR	
Archaic Alignment						FUR CLOAK +2 AC	
Base Speed		Melee Attack		Melee Damage			
30'		+1		+1			
Reflex Save		Missile Attack		Missile Damage			
+0		+0		+0			
Fortitude Save		COMBAT BASICS		MUTATIONS / ARTIFACTS			
-1		Initiative: +0		Level-o Mutations			
Will Save		Action Dice: D20		THORNS 1D4			
+0		Crit Die: D4		Artifact Check Effect			
		Crit Table: I					
BIRTH SIGN / LUCKY ROLL							
THE CPU INITIATIVE +0							
+0 ARTIFACT ROLL INCLUDING MODIFIERS							
12 AC		1 Hit Points		LEVEL-0			
13 STRENGTH		Modifier: +1					
9 AGILITY		Modifier: 0					
8 STAMINA		Modifier: -1					
9 PERSONALITY		Modifier: 0					
9 INTELLIGENCE		Modifier: 0					
11 LUCK		Modifier: 0					

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Name		PLANTIENT (BANANA TREE)		WEAPONS		EQUIPMENT	
Genotype		Level		LEATHER SLING - 1D4-1		FLINT FIRE STARTER	
XP		CLAN OF COG		TREASURE		ARMOR	
Archaic Alignment							
Base Speed		Melee Attack		Melee Damage			
30'		-1		-1			
Reflex Save		Missile Attack		Missile Damage			
+0		+0		+0			
Fortitude Save		COMBAT BASICS		MUTATIONS / ARTIFACTS			
+0		Initiative: +0		Level-o Mutations			
Will Save		Action Dice: D20		SPINES 1D4-1			
+0		Crit Die: D4		Artifact Check Effect			
		Crit Table: I					
BIRTH SIGN / LUCKY ROLL							
THE BUNKER ARMOR CLASS +0							
+0 ARTIFACT ROLL INCLUDING MODIFIERS							
9 AC		3 Hit Points		LEVEL-0			
7 STRENGTH		Modifier: -1					
9 AGILITY		Modifier: 0					
12 STAMINA		Modifier: 0					
9 PERSONALITY		Modifier: 0					
9 INTELLIGENCE		Modifier: 0					
11 LUCK		Modifier: 0					