


MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

NOTES

<input type="text"/> Name		<input type="text"/> Genotype		WEAPONS TREASURE 	EQUIPMENT ARMOR
<input type="text"/> AC	<input type="text"/> Hit Points	<input type="text"/> Level	<input type="text"/> XP		
<input type="text"/> Archaic Alignment					
<input type="text"/> STRENGTH Modifier: <input type="text"/> <input type="text"/> AGILITY Modifier: <input type="text"/> <input type="text"/> STAMINA Modifier: <input type="text"/> <input type="text"/> PERSONALITY Modifier: <input type="text"/> <input type="text"/> INTELLIGENCE Modifier: <input type="text"/> <input type="text"/> LUCK Modifier: <input type="text"/>	<input type="text"/> Base Speed	<input type="text"/> Melee Attack	<input type="text"/> Melee Damage	MUTATIONS / ARTIFACTS Level-o Mutations <hr/> <hr/> <hr/> Artifact Check Effect <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	
	<input type="text"/> Reflex Save	<input type="text"/> Missile Attack	<input type="text"/> Missile Damage		
	<input type="text"/> Fortitude Save	COMBAT BASICS Initiative: Action Dice: Crit Die: Crit Table:			
	<input type="text"/> Will Save	BIRTH SIGN / LUCKY ROLL <input type="text"/>		ARTIFACT ROLL INCLUDING MODIFIERS <input type="text"/>	
	LEVEL-0 				

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