

# MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

AC

Hit Points

Title

Level

XP

Archaic Alignment

Base Speed
<input type="text"/>

Base Speed

Melee Attack
<input type="text"/>

Melee Attack

Melee Damage
<input type="text"/>

Melee Damage

Reflex Save
<input type="text"/>

Reflex Save

Missile Attack
<input type="text"/>

Missile Attack

Missile Damage
<input type="text"/>

Missile Damage

Fortitude Save
<input type="text"/>

Fortitude Save

Will Save
<input type="text"/>

Will Save

Combat Basics
Initiative: Action Dice: Crit Die: Crit Table:

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Birth Sign / Lucky Roll
<input type="text"/>

Birth Sign / Lucky Roll

Artifact Roll including modifiers

Weapons
<input type="text"/>

Weapons

Treasure
<input type="text"/>

Treasure

Equipment
<input type="text"/>

Equipment

Armor
<input type="text"/>

Armor

Mutations & Defects		
Mutation	Check	Manifestation

Mutations & Defects

Mutation

Check

Manifestation

<input type="text"/>	<b>Strength</b>
<input type="text"/>	Modifier:
<input type="text"/>	<b>Agility</b>
<input type="text"/>	Modifier:
<input type="text"/>	<b>Stamina</b>
<input type="text"/>	Modifier:
<input type="text"/>	<b>Personality</b>
<input type="text"/>	Modifier:
<input type="text"/>	<b>Intelligence</b>
<input type="text"/>	Modifier:
<input type="text"/>	<b>Luck</b>
<input type="text"/>	Modifier:

MANIMAL

