

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

AC

Hit Points

Class/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
(max complexity)

Weapons
<input type="text"/>

Weapons

Treasure
<input type="text"/>

Treasure

Equipment
<input type="text"/>

Equipment

Armor
<input type="text"/>

Armor

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

Strength

Modifier:

Agility

Modifier:

Stamina

Modifier:

Personality

Modifier:

Intelligence

Modifier:

Luck

Modifier:

Rover Abilities		
Ability		
Artifacts		
Artifact	Check	Effect

Rover Abilities

Ability

Artifacts

Artifact

Check

Effect

PURE STRAIN HUMAN - ROVER

