

# MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

AC

Hit Points

Class/Title

Level

XP

Archaic Alignment

## Weapons

## Treasure

## Equipment

## Armor

<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:

<b>Base Speed</b>
<input type="text"/>

<b>Melee Attack</b>
<input type="text"/>

<b>Melee Damage</b>
<input type="text"/>

<b>Reflex Save</b>
<input type="text"/>

<b>Missile Attack</b>
<input type="text"/>

<b>Missile Damage</b>
<input type="text"/>

<b>Fortitude Save</b>
<input type="text"/>

<b>Combat Basics</b>
Initiative:
Action Dice:
Crit Die:
Crit Table:

<b>Will Save</b>
<input type="text"/>

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

<input type="text"/>	<b>Artifact Roll</b> (max complexity)
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## Shaman Wetware Programs

Wetware Program	Check	Manifestation

## Artifacts

Artifact	Check	Effect



PURE STRAIN HUMAN - SHAMAN