

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

Level XP

Archaic Alignment

AC Hit Points

Strength Modifier:

Agility Modifier:

Stamina Modifier:

Personality Modifier:

Intelligence Modifier:

Luck Modifier:

Base Speed Melee Attack Missile Damage

Reflex Save Missile Attack

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

Will Save

Artifact Check Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Artifacts / Mutations

LEVEL-0

Character Name

Class/Title

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Hit Points

Class/Title

Level

XP

Archaic Alignment

Weapons & Armor

Equipment & Treasure

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

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

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

Will Save

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Artifacts / Mutations

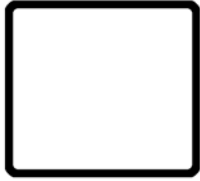
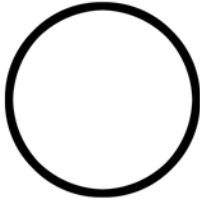


LEVEL-0

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

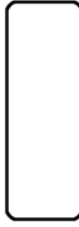
AC



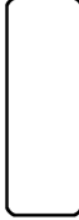
Hit Points

Class/Title

Level



XP



Archaic Alignment



| | | |
|--|---------------------|----------------------|
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| | 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: | <input type="text"/> |

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

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

Will Save

Artifact Check
Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

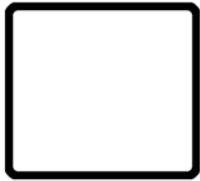
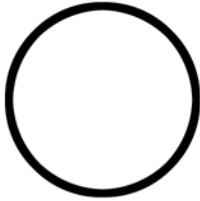
| Wetware Programs | |
|------------------|--------------|
| Wetware Program | Check Effect |
| | |
| | |
| | |
| Artifacts | |
| Artifact | Check Effect |
| | |
| | |
| | |



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Hit Points

Class/Title

Level

XP

Archaic Alignment

Equipment & Treasure

Weapons & Armor

Equipment & Treasure

Strength

Modifier:

Agility

Modifier:

Stamina

Modifier:

Personality

Modifier:

Intelligence

Modifier:

Luck

Modifier:

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifacts

Artifact

Check

Effect

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

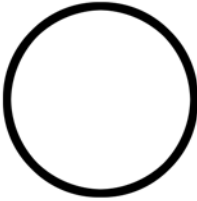
Rover Abilities



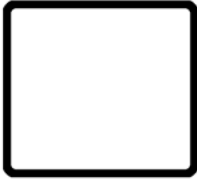
PURE STRAIN HUMAN - ROVER

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Hit Points

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XP

Archaic Alignment

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

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

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

Will Save

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Mutant Abilities

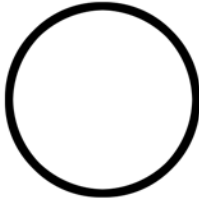
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|----------------------|----------------------|----------------------|
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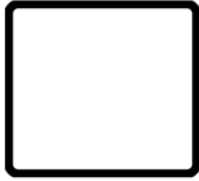
MUTANT

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name



AC



Hit Points

Class/Title

Level

XP

Archaic Alignment

Strength

Modifier:

Agility

Modifier:

Stamina

Modifier:

Personality

Modifier:

Intelligence

Modifier:

Luck

Modifier:

Base Speed

Melee Attack

Melee Damage

Reflex Save

Missile Attack

Missile Damage

Fortitude Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Mutation

Check

Mutations & Defects

Effect

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Weapons & Armor

Equipment & Treasure

Manimal Abilities



MANIMAL

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET



PLANTIENT

Character Name:

Class/Title:

Level: XP:

AC: Hit Points:

Archaic Alignment:

Weapons & Armor:

Equipment & Treasure:

| | |
|---|----------------------|
| <input type="text"/> | <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: <input type="text"/> |
| Reflex Save: <input type="text"/> | Missile Attack: <input type="text"/> | Missile Damage: <input type="text"/> |
| Fortitude Save: <input type="text"/> | Combat Basics | |
| Will Save: <input type="text"/> | Initiative: <input type="text"/> | |
| | Action Dice: <input type="text"/> | |
| | Crit Die: <input type="text"/> | |
| | Crit Table: <input type="text"/> | |

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll:

Plantient Abilities

| | | |
|--------------------------------|----------------------|----------------------|
| Mutations & Defects | Check | Effect |
| Mutation: <input type="text"/> | <input type="text"/> | <input type="text"/> |
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| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

MUTANT CRAWL CLASSICS ARTIFICIAL INTELLIGENCE

AI Name

Attack Init

Hit Dice

Armor Class

Hit Points

Action Dice

Fort Save

Movement Rate

Ref Save

Will Save

AI Type / Description

Illustration

Attacks

Melee Attacks

Check Damage / Effect

Ranged Attacks

Check Damage / Effect

AI Abilities

Intelligence Questions Answered Answers Correctly%

Ego General Obedience

AI Recognition Conditions