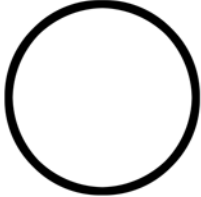
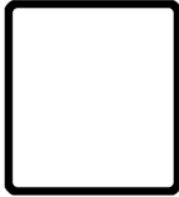


# MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name



AC



Hit Points

Class/Title

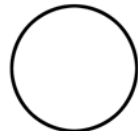
Level

XP

Archaic Alignment

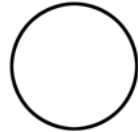
Weapons & Armor	

Equipment & Treasure	



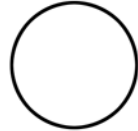
Strength

Modifier:



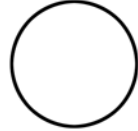
Agility

Modifier:



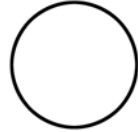
Stamina

Modifier:



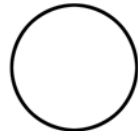
Personality

Modifier:



Intelligence

Modifier:



Luck

Modifier:

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
Initiative:
Action Dice:
Crit Die:
Crit Table:

Will Save
<input type="text"/>

Artifact Check

Max Tech Level:

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

Wetware Programs		
Wetware Program	Check	Effect
Artifacts		
Artifact	Check	Effect

PURE STRAIN HUMAN - SHAMAN

