

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Class/Title

AC

Hit Points

Level

XP

Archaic Alignment

Strength

Agility

Stamina

Personality

Intelligence

Luck

| 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 |
|----------------------|
| <input type="text"/> |
| Max Tech Level: |
| <input type="text"/> |

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

| Weapons & Armor |
|--|
| |

| Equipment & Treasure |
|--|
| |

| Manimal Abilities |
|--|
| |

| Mutations & Defects | | |
|---------------------|-------|--------|
| Mutation | Check | Effect |
| | | |
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