

MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

AC

Hit Points

Title

Level

XP

Archaic Alignment

Weapons

Treasure

Equipment

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:

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"/>

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

<input type="text"/>	Artifact Roll
	including modifiers

Mutations & Defects		
Mutation	Check	Manifestation

MANIMAL

