

# MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

AC

Hit Points

Class/Title

Level

XP

Archaic Alignment

Base Speed
<input type="text"/>

Base Speed

Melee Attack
<input type="text"/>

Melee Attack

Melee Damage
<input type="text"/>

Melee Damage

Reflex Save
<input type="text"/>

Reflex Save

Missile Attack
<input type="text"/>

Missile Attack

Missile Damage
<input type="text"/>

Missile Damage

Fortitude Save
<input type="text"/>

Fortitude Save

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

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Will Save
<input type="text"/>

Will Save

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

Birth Sign / Lucky Roll

<input type="text"/>
<b>Artifact Roll</b> (max complexity)

Artifact Roll  
(max complexity)

<b>Weapons</b>
<input type="text"/>

Weapons

<b>Treasure</b>
<input type="text"/>

Treasure

<b>Equipment</b>
<input type="text"/>

Equipment

<b>Armor</b>
<input type="text"/>

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:

Strength

Modifier:

Agility

Modifier:

Stamina

Modifier:

Personality

Modifier:

Intelligence

Modifier:

Luck

Modifier:

<b>Rover Abilities</b>		
Ability		
<b>Artifacts</b>		
Artifact	Check	Effect

Rover Abilities

Ability

Artifacts

Artifact

Check

Effect

PURE STRAIN HUMAN - ROVER

