

MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

Character Name		Hunter		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC 3 Hit Points		Class/Title <input type="text"/>		Wood spear +0 (1d5) Leather sling +0 (1d4) Flint dagger +0 (1d4)		Wooden Spear (1d5) Jerked roxen meat (2c) Leather sling (2c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment		GenoType: Mutant Skin Color: green			
Strength 12 Modifier: 0		Base Speed 30 Reflex Save -2 Fort Save -2 Will Save -2		Melee Attack 0 Missile Attack 0 Combat Basics Initiative: 0 Action Die: d20 Crit Die: d4 Crit Table: I		Artifact Check d20-1 Max tech lev: 2	
Agility 12 Modifier: 0		Birth Sign / Lucky Roll The Survivor (All saving throws) (-2)		Artifacts / Mutations			
Stamina 11 Modifier: 0		Intelligence 8 Modifier: -1		The Survivor (All saving throws) (-2)			
Personality 9 Modifier: 0		Luck 5 Modifier: -2		The Sensor (Find secret doors) (-1)			
Intelligence 8 Modifier: -1		Luck 5 Modifier: -2		The Sensor (Find secret doors) (-1)			
Luck 5 Modifier: -2		Luck 5 Modifier: -2		The Sensor (Find secret doors) (-1)			

LEVEL-0

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Character Name		Hunter		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC 2 Hit Points		Class/Title <input type="text"/>		Wood spear +0 (1d5) Bow +2 (1d6) Flint dagger +0 (1d4)		Wooden Spear (1d5) Bow/12 arrows (30c) Bag of sea shells (40c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment		GenoType: Manimal Subtype: lion			
Strength 12 Modifier: 0		Base Speed 30 Reflex Save 2 Fort Save 1 Will Save -2		Melee Attack 0 Missile Attack 2 Combat Basics Initiative: 2 Action Die: d20 Crit Die: d4 Crit Table: I		Artifact Check d20+0 Max tech lev: 2	
Agility 16 Modifier: 2		Birth Sign / Lucky Roll The Sensor (Find secret doors) (-1)		Artifacts / Mutations			
Stamina 14 Modifier: 1		Intelligence 9 Modifier: 0		The Sensor (Find secret doors) (-1)			
Personality 4 Modifier: -2		Luck 7 Modifier: -1		The Sensor (Find secret doors) (-1)			
Intelligence 9 Modifier: 0		Luck 7 Modifier: -1		The Sensor (Find secret doors) (-1)			
Luck 7 Modifier: -1		Luck 7 Modifier: -1		The Sensor (Find secret doors) (-1)			

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Character Name		Hunter		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC 3 Hit Points		Class/Title <input type="text"/>		Wood spear +0 (1d5) Bone club +0 (1d6) Flint dagger +0 (1d4)		Wooden Spear (1d5) Flint fire starter (5c) Bone club (3c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment		GenoType: Mutant Eyes: have no pupils Hands: are prehensile claws			
Strength 10 Modifier: 0		Base Speed 30 Reflex Save 1 Fort Save -1 Will Save 0		Melee Attack 0 Missile Attack 1 Combat Basics Initiative: 1 Action Die: d20 Crit Die: d4 Crit Table: I		Artifact Check d20+0 Max tech lev: 4	
Agility 13 Modifier: 1		Birth Sign / Lucky Roll The CPU (Initiative) (+0)		Artifacts / Mutations			
Stamina 8 Modifier: -1		Intelligence 12 Modifier: 0		The CPU (Initiative) (+0)			
Personality 10 Modifier: 0		Luck 10 Modifier: 0		The CPU (Initiative) (+0)			
Intelligence 12 Modifier: 0		Luck 10 Modifier: 0		The CPU (Initiative) (+0)			
Luck 10 Modifier: 0		Luck 10 Modifier: 0		The CPU (Initiative) (+0)			

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Character Name		Hunter		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC 3 Hit Points		Class/Title <input type="text"/>		Wood spear +3 (1d5+3) Flint dagger +3 (1d4+3)		Wooden Spear (1d5) Leather shield (10c) Antler hood (10c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment		GenoType: Plantient Subtype: sagebrush shrub			
Strength 18 Modifier: 3		Base Speed 20 Reflex Save 0 Fort Save 1 Will Save -1		Melee Attack 3 Missile Attack -1 Combat Basics Initiative: -1 Action Die: d20 Crit Die: d4 Crit Table: I		Artifact Check d20-1 Max tech lev: 1	
Agility 8 Modifier: -1		Birth Sign / Lucky Roll The Survivor (All saving throws) (+1)		Artifacts / Mutations			
Stamina 10 Modifier: 0		Intelligence 7 Modifier: -1		The Survivor (All saving throws) (+1)			
Personality 5 Modifier: -2		Luck 14 Modifier: 1		The Survivor (All saving throws) (+1)			
Intelligence 7 Modifier: -1		Luck 14 Modifier: 1		The Survivor (All saving throws) (+1)			
Luck 14 Modifier: 1		Luck 14 Modifier: 1		The Survivor (All saving throws) (+1)			

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