

### MUTANT CRAW CLASSICS CHARACTER RECORD SHEET

Character Name		Gatherer		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC <input type="text"/> Hit Points <input type="text"/>		Class/Title <input type="text"/>		Flint dagger -1 (1d4-1) Bone club -1 (1d6-1)		Large Leather Sack Leather shield (10c) Bone club (3c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment <input type="text"/>		Artifacts / Mutations GenoType: Manimal Subtype: vulture			
<b>8</b> Strength Modifier: -1		Base Speed <b>30</b>		Melee Attack <b>-1</b>		Melee Damage <b>-1</b>	
<b>8</b> Agility Modifier: -1		Reflex Save <b>-1</b>		Missile Attack <b>-1</b>		Missile Damage <b>0</b>	
<b>11</b> Stamina Modifier: 0		Fort Save <b>0</b>		<b>Combat Basics</b> Initiative: -1 Action Die: d20 Crit Die: d4 Crit Table: I			
<b>8</b> Personality Modifier: -1		Will Save <b>-1</b>		<b>Artifact Check</b> d20-1 Max tech lev: 2			
<b>8</b> Intelligence Modifier: -1		<b>Birth Sign / Lucky Roll</b> The Bunker (Armor Class) (-2)					
<b>4</b> Luck Modifier: -2		LEVEL-0					

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<input type="text"/> AC <input type="text"/> Hit Points <input type="text"/>		Class/Title <input type="text"/>		Flint dagger +2 (1d4+2)		Large Leather Sack Torch (x3) (3c) Flint dagger (3c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment <input type="text"/>		Artifacts / Mutations GenoType: Mutant Skin Color: snow white			
<b>16</b> Strength Modifier: 2		Base Speed <b>30</b>		Melee Attack <b>2</b>		Melee Damage <b>2</b>	
<b>3</b> Agility Modifier: -3		Reflex Save <b>-3</b>		Missile Attack <b>-3</b>		Missile Damage <b>0</b>	
<b>12</b> Stamina Modifier: 0		Fort Save <b>0</b>		<b>Combat Basics</b> Initiative: -3 Action Die: d20 Crit Die: d4 Crit Table: I			
<b>4</b> Personality Modifier: -2		Will Save <b>-2</b>		<b>Artifact Check</b> d20-1 Max tech lev: 1			
<b>6</b> Intelligence Modifier: -1		<b>Birth Sign / Lucky Roll</b> The Outsider (Find/disable traps) (+1)					
<b>14</b> Luck Modifier: 1		LEVEL-0					

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Character Name		Hunter		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC <input type="text"/> Hit Points <input type="text"/>		Class/Title <input type="text"/>		Wood spear +2 (1d5+2) Bow +1 (1d6) Flint dagger +2 (1d4+2)		Wooden Spear (1d5) Telepath rat (250c) Bow/12 arrows (30c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment <input type="text"/>		Artifacts / Mutations GenoType: Manimal Subtype: frog			
<b>17</b> Strength Modifier: 2		Base Speed <b>30</b>		Melee Attack <b>2</b>		Melee Damage <b>2</b>	
<b>13</b> Agility Modifier: 1		Reflex Save <b>1</b>		Missile Attack <b>1</b>		Missile Damage <b>0</b>	
<b>10</b> Stamina Modifier: 0		Fort Save <b>0</b>		<b>Combat Basics</b> Initiative: 1 Action Die: d20 Crit Die: d4 Crit Table: I			
<b>13</b> Personality Modifier: 1		Will Save <b>1</b>		<b>Artifact Check</b> d20-1 Max tech lev: 1			
<b>6</b> Intelligence Modifier: -1		<b>Birth Sign / Lucky Roll</b> The Sensor (Find secret doors) (+0)					
<b>12</b> Luck Modifier: 0		LEVEL-0					

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Character Name		Gatherer		Weapons & Armor		Equipment & Treasure	
<input type="text"/> AC <input type="text"/> Hit Points <input type="text"/>		Class/Title <input type="text"/>		Flint dagger +0 (1d4)		Large Leather Sack Fur cloak (20c) Small shiny thing (50c) Water skin	
Level <input type="text"/> XP <input type="text"/>		Archaic Alignment <input type="text"/>		Artifacts / Mutations GenoType: Mutant Eyes: have no pupils			
<b>12</b> Strength Modifier: 0		Base Speed <b>30</b>		Melee Attack <b>0</b>		Melee Damage <b>0</b>	
<b>11</b> Agility Modifier: 0		Reflex Save <b>0</b>		Missile Attack <b>0</b>		Missile Damage <b>0</b>	
<b>14</b> Stamina Modifier: 1		Fort Save <b>1</b>		<b>Combat Basics</b> Initiative: 0 Action Die: d20 Crit Die: d4 Crit Table: I			
<b>14</b> Personality Modifier: 1		Will Save <b>1</b>		<b>Artifact Check</b> d20+0 Max tech lev: 4			
<b>12</b> Intelligence Modifier: 0		<b>Birth Sign / Lucky Roll</b> The Healer (Saving throw vs poisons) (+2)					
<b>16</b> Luck Modifier: 2		LEVEL-0					