

MUTANT CRAWL CLASSICS SHAMAN CHARACTER SHEET

NAME _____ GENDER _____ PROFESSION _____ PLAYER _____

LV _____ CLASS _____ TITLE _____ ARCHAIC ALIGNMENT _____

CRIT DIE/TABLE _____ ACTION DICE _____

TO HIT _____ DAMAGE _____

MELEE _____

MISSILE _____

DRAWING OR SIGIL

REF

FORT INIT WILL SPEED

MAX TECH LEVEL

MAX WETWARE PROGRAM LEVEL

ARTIFACT CHECK

BASE AC

AC

HIT POINTS

MAX

BIRTH AUGUR/LUCKY ROLL

XP

NEXT LV

ARTIFACTS OF THE ANCIENTS

ARTIFACT	CHECK	EFFECT

STR

AGI

STA

PER

INT

LUCK

PATRON AI

LANGUAGES

SPECIAL ABILITIES

DARWINIAN LUCK
REGENERATE 1 SPENT LUCK POINT FOR EACH 7 DAY PERIOD

AI RECOGNITION
+2 BONUS TO AI RECOGNITION ROLLS

EQUIPMENT

ARMOUR

AC BONUS _____ FUMBLE DIE _____

WEAPONS _____ DMG _____

TREASURE

NOTES

WETWARE PROGRAMS KNOWN


LEVEL	MAX WETWARE LEVEL	WETWARE KNOWN
1	1	1
2	1	2
3	2	3
4	2	4
5	3	5
6	3	6
7	4	7
8	4	8
9	5	9
10	5	10

From page 10, Enchiridion of the Computarchs



WETWARE PROGRAMS

WETWARE PROGRAMS



SOURCE

Enchiridion of the Computarchs
By James A. Pozenel Jr. (Horseshark Games)
<https://www.facebook.com/horseshark/>

