

# MUTANT CRAW CLASSICS ZERO LEVEL CHARACTER SHEET

Name \_\_\_\_\_ Genotype \_\_\_\_\_ Profession \_\_\_\_\_ Archaic Alignment \_\_\_\_\_

AC (base) \_\_\_\_\_ Hit Points \_\_\_\_\_ (max) \_\_\_\_\_ Weapons \_\_\_\_\_ Damage \_\_\_\_\_

Strength \_\_\_\_\_ Agility \_\_\_\_\_ Stamina \_\_\_\_\_ Personality \_\_\_\_\_ Intelligence \_\_\_\_\_ Luck \_\_\_\_\_

Armour \_\_\_\_\_ +AC \_\_\_\_\_ Fumble \_\_\_\_\_

Ref		Birth Sign / Lucky Roll
Fort		
Will		

Init \_\_\_\_\_ Mutant Appearance / Sub-Type \_\_\_\_\_

Speed \_\_\_\_\_ Fumble \_\_\_\_\_

To Hit \_\_\_\_\_ Dmg \_\_\_\_\_

Melee \_\_\_\_\_ Missile \_\_\_\_\_

Artifact Check \_\_\_\_\_ Equipment & Treasure \_\_\_\_\_

Max Tech Level \_\_\_\_\_

Crit Die \_\_\_\_\_

Crit Table \_\_\_\_\_ Languages \_\_\_\_\_ XP \_\_\_\_\_

Action Die \_\_\_\_\_

M.Tasaka 2018

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