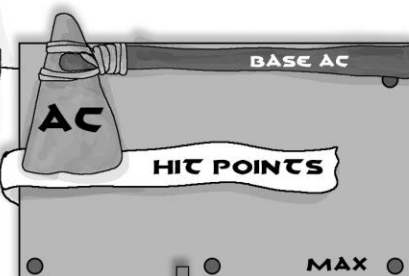



MUTANT CRAWL CLASSICS

SHAMAN CHARACTER SHEET

NAME		GENDER	PROFESSION	PLAYER																																	
LV	CLASS	TITLE	ARCHAIC ALIGNMENT																																		
CRIT DIE/TABLE		ACTION DICE																																			
 <p>BASE AC</p> <p>AC</p> <p>HIT POINTS</p> <p>MAX</p>		<p>TO HIT DAMAGE</p> <p>MELEE</p> <p>MISSILE</p>		<p>DRAWING OR SIGIL</p> 																																	
		<p>BIRTH AUGUR/LUCKY ROLL</p>																																			
<p>STR</p> <p>AGI</p> <p>STA</p> <p>PER</p> <p>INT</p> <p>LUCK</p>		<p>XP</p> <p>NEXT LV</p>		<p>MAX WETWARE PROGRAM LEVEL</p> <p>ARTIFACT CHECK</p>																																	
		<p>ARTIFACTS OF THE ANCIENTS</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>ARTIFACT</th> <th>CHECK</th> <th>EFFECT</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </tbody> </table>			ARTIFACT	CHECK	EFFECT																														
ARTIFACT	CHECK	EFFECT																																			
<p>LANGUAGES</p>		<p>PATRON AI</p>																																			
<p>SPECIAL ABILITIES</p> <p>DARWINIAN LUCK REGENERATE 1 SPENT LUCK POINT FOR EACH 7 DAY PERIOD</p> <p>AI RECOGNITION +2 BONUS TO AI RECOGNITION ROLLS</p>		<p>ARMOUR</p> <p>AC BONUS FUMBLE DIE</p>		<p>WETWARE PROGRAMS KNOWN</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>LEVEL</th> <th>MAX WETWARE LEVEL</th> <th>WETWARE KNOWN</th> </tr> </thead> <tbody> <tr><td>1</td><td>1</td><td>1</td></tr> <tr><td>2</td><td>1</td><td>2</td></tr> <tr><td>3</td><td>2</td><td>3</td></tr> <tr><td>4</td><td>2</td><td>4</td></tr> <tr><td>5</td><td>3</td><td>5</td></tr> <tr><td>6</td><td>3</td><td>6</td></tr> <tr><td>7</td><td>4</td><td>7</td></tr> <tr><td>8</td><td>4</td><td>8</td></tr> <tr><td>9</td><td>5</td><td>9</td></tr> <tr><td>10</td><td>5</td><td>10</td></tr> </tbody> </table>	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
LEVEL	MAX WETWARE LEVEL	WETWARE KNOWN																																			
1	1	1																																			
2	1	2																																			
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6	3	6																																			
7	4	7																																			
8	4	8																																			
9	5	9																																			
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<p>EQUIPMENT</p>		<p>WEAPONS DMG</p> <p>TREASURE</p>																																			
		<p>NOTES</p>																																			

From page 10, Enchiridion of the Computarchs



SOURCE

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

