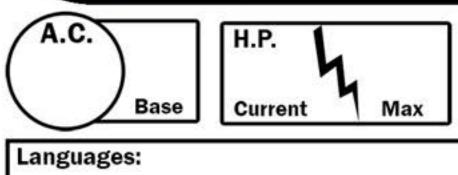
| Name: A | Archiac Alignment: | Birth Sign/Lucky Roll: |
|-------------------------|------------------------------|----------------------------------|
| Level: Class/Title: | Profession: | |
| Lv 0 Mutant Appearance: | Action Dice: Crit Die/Table: | Artifact Check: Max Tech Level: |



| Strength | |
|--------------|--|
| Agility | |
| Stamina | |
| Personality | |
| Intelligence | |
| Luck | |

| Agility | |
|--------------|--|
| Stamina | |
| Personality | |
| Intelligence | |
| Luck | |

| Melee | | |
|---------|------|----|
| Missile | | F |
| | Base | F |
| Speed | Base | W |
| Fumble | | *M |

| Init | |
|---------------------|-------------------|
| Ref | |
| Fort | |
| Will | |
| *Murtant Bonus + | Horror AGI Mod |

| Weapon | | Damage |
|------------|------------|---------|
| | | |
| | | |
| | | |
| | | |
| Armour | | +AC |
| Check Pen: | Speed Pen: | Fumble: |

| Claws (Passive Physical Mutation) |
|--|
| Manifestation: The mutant's claws are composed of a razor sharp chitinous or bone-like material. |
| Effect: The mutant's claws cause 1d14 damage per strike; +1 to init rolls. |
| Extra Senses (Active Physical Mutation) |
| Manifestation: The mutant's skin acts as a radiation detector, sensing micro-changes in heat and radiation. Effect: see page 48 |
| Radiation Generation (Active Physical Mutation) |
| Manifestation: The mutant's eyes fire twin blasts of searing blue light. |
| Effect: see page 58 |
| Force Field Generation (Active Mental Mutation) |
| Manifestation: The mutant generates a force field that is completely invisible. |
| Effect: see page 71 |
| Mental Blast (Active Mental Mutation) |
| Manifestation: Concentric rings of white light radiate from the heads of the mutant and all his targets. |
| Effect: see page 76 |

| Check | Effect | |
|-------|--------|--------------|
| | | |
| | | |
| | | |
| | | |
| | Check | Check Effect |

| Equipment & Treasure | |
|----------------------|--|
| | |
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| | |

- **Missile attacks only. Uses rare ammunition.
- ***Missile attacks only. 3d6 damage at short range. Uses rare ammunition.