

Mutant Crawl Classics Iconic NPC



Name: _____ Archiac Alignment: _____

Level: Class/Title: _____ Profession: _____

Lv 0 Mutant Appearance: _____ Action Dice: _____ Crit Die/Table: _____

Birth Sign/Lucky Roll: _____

Artifact Check: _____

Max Tech Level: _____

A.C. _____

Base

H.P. _____

Current _____ Max _____

Languages: _____

Strength		
Agility		
Stamina		
Personality		
Intelligence		
Luck		

Mutations

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

	To Hit	Dmg
Melee		
Missile		

Init	
Ref	
Fort	
Will	

*Murtant Horror Bonus + AGI Mod

	Base
Speed	
Fumble	

Artifact	Check	Effect

Weapon	Damage
Armour	+AC

Check Pen: _____ Speed Pen: _____ Fumble: _____

Equipment & Treasure

*Two-handed weapon; d16 for initiative.
 **Missile attacks only. Uses rare ammunition.
 ***Missile attacks only. 3d6 damage at short range. Uses rare ammunition.