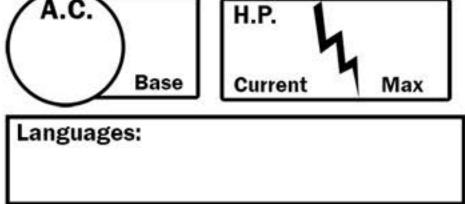
	Name:	Archiac Alignment:	Birth Sign/Lucky Roll:
07	Level: Class/Title:	Profession:	
1 1 1	Lv 0 Mutant Appearance	e: Action Dice: Crit Die/Table:	Artifact Check:  Max Tech Level:



Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Personality			
Intelligence			1
Luck			
To Hit	Dmg	Init	
Melee			
Missile		Ref	

	10 HIL	Ding	Init	
Melee			IIIIC	
Missile			Ref	
			Fort	
9000 90		Base	VA/HI	
Speed			AAIII	
Fumble			*Murtant Ho Bonus + AG	rror I Mod

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

Carapace (Passive Physical Mutation) Manifestation: The mutant's skin is like thick, spiked dinosaur hide.
Effect: AC increases by +3, +1 to Fortitude saves.
Increased Speed (Passive Physical Mutation)
Manifestation: The mutant is unable to remain still or at rest, even when sleeping.
Effect: Speed is increased by +25'; gains additional d20 action die.
Wings (Passive Physical Mutation)
Manifestation: The mutant has wings of a type closely related to the mutant's genotype.  Effect: Capable of powered flight for distances up to 60'/round, or 1/2 speed carrying up to 150 lbs.
Domination (Active Mental Mutation)
Manifestation: The mutant's eyes glow with an intense yellow light.
Effect: see page 69
Empathy (Active Mental Mutation) Manifestation: The mutant's eyes glow warmly behind closed lids.
Effect: see page 70

Artifact	Check	Effect

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.