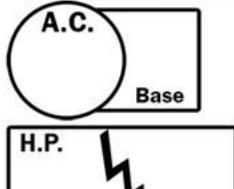
Nam	9:	Archiac Alignmen	t:	Birth Sign/Lucky Roll:
Leve	: Class/Title:	Pro	fession:	
Man	mal Sub-Type:	Action Dice:	Crit Die/Table:	Artifact Check: Max Tech Level:



Current

Init	
Ref	
Fort	
Will	

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Max

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Languages:	
Special Abilities Natural Attack: 1d4 bite or claw melee attack.	
Pack Mentality: +1 melee attack bonus for each manimal attacking the same opponent in the same round.	

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

To Hit	Dmg		Base
Melee		Speed	
Missile		Fumble	

	Mutations
Extra Senses (Active Physical Mutation)
Manifestation: Effect: see pag	The manimal has bat-like ears and can effectively see in the dark via echolocation. ge 48
	gility (Passive Physical Mutation)
Manifestation	The manimal's nerve conduction velocity is accelerated to that of a radioactive spider. score increases by +4; base speed is increased to 35.
Infravision (Pa	ssive Physical Mutation)
Effect: Able to	The manimal's eyes reflect red light in the dark. see infrared heat sources up to 60' distant, including I heat signatures up to 10 minutes old.
	ctive Mental Mutation) The manimal's facial features become temporarily beatific 69

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.