



# Mutant Crawl Classics Iconic NPC

Name:	Archiac Alignment:	Birth Sign/Lucky Roll:
Level: Class/Title:	Profession:	
Manimal Sub-Type:	Action Dice:	Crit Die/Table:
		Artifact Check: <input type="text"/>
		Max Tech Level: <input type="text"/>

A.C.

Base

H.P.

Current  Max

Init	<input type="text"/>
Ref	<input type="text"/>
Fort	<input type="text"/>
Will	<input type="text"/>

	To Hit	Dmg
Melee	<input type="text"/>	<input type="text"/>
Missile	<input type="text"/>	<input type="text"/>

	Base
Speed	<input type="text"/>
Fumble	<input type="text"/>

Strength	<input type="text"/>	<input type="text"/>
Agility	<input type="text"/>	<input type="text"/>
Stamina	<input type="text"/>	<input type="text"/>
Personality	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>
Luck	<input type="text"/>	<input type="text"/>

### Mutations

**Claws (Passive Physical Mutation)**  
 Manifestation: The manimal's claws are molecular-edge carbon nano-structure.  
 Effect: Claws cause 1d14 damage per strike; +1 to initiative rolls.

**Heightened Agility (Passive Physical Mutation)**  
 Manifestation: The manimal's nerve conduction velocity is accelerated to that of a radioactive spider.  
 Effect: Agility score increases by +4; base speed is increased to 35.

**Heightened Stamina (Passive Physical Mutation)**  
 Manifestation: The manimal's skin flashes metallic red briefly each time the manimal makes a Fortitude saving throw.  
 Effect: Stamina score increases by +6; immune to heat attacks.

**Temporary Invulnerability (Active Mental Mutation)**  
 Manifestation: The manimal's body twinkles and sparkles subtly when attacked.  
 Effect: see page 83

Languages:

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**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.

Artifact	Check	Effect
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

Weapon	Damage
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
Armour	+AC
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

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.