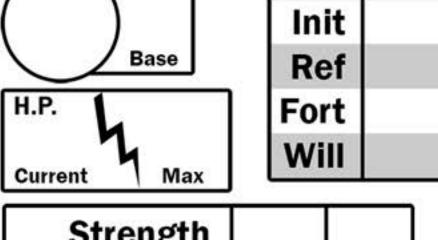
Name:	Archiac Alignment:	Birth Sign/Lucky Roll	
Level: Class/Title:	Profession:		
Manimal Sub-Type:	Action Dice: Crit Die/Table:	Artifact Check: Max Tech Level:	



Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Luc	CK_			
Languages:				
		l Abili		
Natural Attack:	1d4 l	bite or c	law mel	ee attack.
Pack Mentality: eac opp	+1 m h mar onent	nelee at nimal at in the s	tack bor tacking same ro	nus for the same und.

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

	To Hit	Dmg		Base
Melee			Speed	
Missile			Fumble	

Mutations		
Claws (Passive	Physical Mutation)	
Manifestation:	The manimal's claws are molecular-edge carbon nano-structure.	
Effect: Claws ca	ause 1d14 damage per strike; +1 to initiative rolls.	
Heightened Ag	gility (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 St	amina (Passive Physical Mutation)	
Manifestation	The manimal's skin flashes metallic red briefly each time the manimal makes a Fortitude saving throw.	
Effect: Stamina	a score increases by +6; immune to heat attacks.	
Temporary Invi	ulnerability (Active Mental Mutation)	
Manifestation	The manimal's body twinkles and sparkles subtly when attacked.	
Effect: see pag	ge 83	

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.