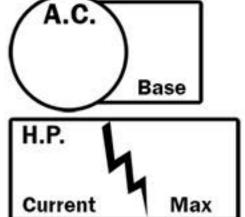
1	Name:	Archiac Alignment:	Birth Sign/Lucky Roll:
197	Level: Class/Title:	Profession:	
The state of the s	Manimal Sub-Type:	Action Dice: Crit Die/Tabl	e: Artifact Check: Max Tech Level:



Init	
Ref	
Fort	
Will	

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

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			
Amplimorph (A	ctive Physical Mutation)		
Manifestation:	The manimal's skin rolls as muscle and bone reshape.		
Effect: see pag	e 45		
Claws (Passive	Physical Mutation)		
Manifestation:	The manimal's claws are comprised of organic duralloy.		
Effect: Claws ca	use 1d16 damage per strike; +2 to initiative rolls.		
Heightened Ag	ility (Passive Physical Mutation)		
Manifestation:	The manimal's nerve conduction velocity is accelerated to that of a radioactive spider.		
Effect: Agility so	core increases by +4; base speed is increased to 35		
Empathy (Activ	e Mental Mutation)		
Manifestation:	The manimal's face suddenly transforms into a semblance of the target creature.		
Effect: see pag	e 70		

Artifact	Check	Effect	

Equipment & Treasure			
	Equipment & Treasure		

<sup>\*</sup>Two-handed weapon; d16 for initiative.

<sup>\*\*</sup>Missile attacks only. Uses rare ammunition.

<sup>\*\*\*</sup>Missile attacks only. 3d6 damage at short range. Uses rare ammunition.