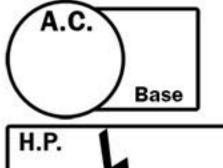
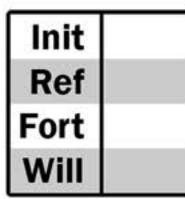
12	Name:	Archiac Alignment:	Birth Sign/Lucky Roll:
	Level: Class/Title:	Profession:	
	Manimal Sub-Type:	Action Dice: Crit Die/Table	Artifact Check: Max Tech Level:



Current



Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Max

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Languages:	
Sp	ecial Abilities
Natural Attack:	1d4 bite or claw melee attack.
Pack Mentality	t: +1 melee attack bonus for ch manimal attacking the same bonent in the same round.

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

	To Hit	Dmg		Base
Melee			Speed	
Missile			Fumble	

Mutations
mina (Passive Physical Mutation)
The manimal's skin flashes metallic red briefly each time the manimal makes a Fortitude saving throw. na; immune to heart attacks.
n (Active Physical Mutation)
The manimal's appearance briefly inverts into a color negative of itself before vanishing.
n (Active Physical Mutation)
The manimal's skin momentarily incandesces in a flash of light.
ive Mental Mutation)
The manimal's hands catch fire as they become sheathed in glowing plasma.

Artifact	Check	Effect

Equipment & Treasure			
	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.