



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="checkbox"/>	
				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

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

Holographic Skin (Active Physical Mutation)
 Manifestation: The manimal's appearance briefly inverts into a color negative of itself before vanishing.
 Effect: see page 52

Light Generation (Active Physical Mutation)
 Manifestation: The manimal's skin momentarily incandesces in a flash of light.
 Effect: see page 54

Pyrokinesis (Active Mental Mutation)
 Manifestation: The manimal's hands catch fire as they become sheathed in glowing plasma.
 Effect: see page 80

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.

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"/>
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.