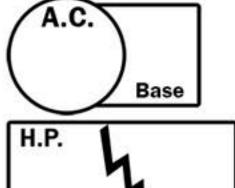
	Name:	Archiac Alignment:		Birth Sign/Lucky Roll:
	Level: Class/Title:	Profession:		
	Manimal Sub-Type:	Action Dice: Crit D	ie/Table:	Artifact Check:
A.C.		To Hit	Dmg	Max Tech Level:
A.C.	Init	Melee		eed



Current

Init	
Ref	
Fort	
Will	

Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Max

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
Gas Generation	n (Active Physical Mutation)
Manifestation:	A jet of gas is exhaled from the manimal's mouth.
Effect: see pag	je 49
Infravision (Pas	ssive Physical Mutation)
Effect: See infr	The manimal's eyes reflect red light in the dark. ared heat sources up to 100' distant; including residual heat res and cold spots up to 30 minutes old.
Regeneration (Active Physical Mutation)
Manifestation:	The manimal's body shimmers and sparkles as cells divide and regrow.
Effect: see pag	e 59
Molecular Disru	uption (Active Mental Mutation)
	The manimal's body momentarily flashes as a bright green silhouette revealing a photo-reversed black skeleton inside.
Effect: see pag	e /8

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.