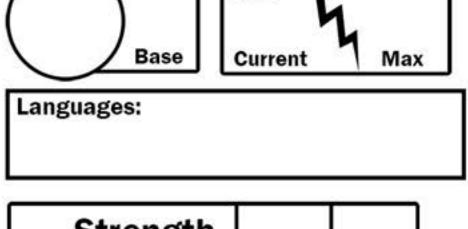
.0	Name:	Archiac Alignment:	Birth Sign/Lucky Roll:
	Level: Class/Title:	Profession:	
The second second	Lv 0 Mutant Appearance	e: Action Dice: Crit Die/Table:	Artifact Check: Max Tech Level:



Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Intelligen	се	
Luc	ck	
To Hit	Dmg	Init
Missile		Ref
		Fort

Base

*Murtant Horror Bonus + AGI Mod

Speed

Fumble

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

Mutations
Carapace (Passive Physical Mutation)
Manifestation: The mutant's back and abdomen are encased in a turtle-like shell.
Effect: +5 AC; +3 Fortitude; -10 Speed.
Electrical Generation (Active Physical Mutation)
Manifestation: The mutant's feet glow and a directional pulse of current travels through the ground to target
Effect: see page 47
Gas Generation (Active Physical Mutation)
Manifestation: A jet of gas is exhaled from the mutant's mouth.
Effect: see page 49
Empathy (Active Mental Mutation)
Manifestation: The mutant's eyes glow warmly behind closed lids.
Effect: see page 70
Magnetic Control (Active Mental Mutation)
Manifestation: The air ripples between the mutant and target object whenever this mutation is used.
Effect: see page 74

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.