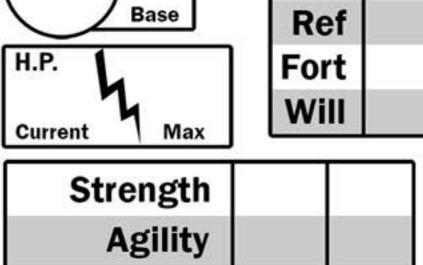
20	Name:	Archiac Alignment:	Canic NPC Birth Sign/Lucky Roll:	
	Level: Class/Title:	Profession:		
	Manimal Sub-Type:	Action Dice: Crit Die/Table:	Artifact Check: Max Tech Level:	



Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Languages:	
Spe	ecial Abilities
Natural Attack:	1d4 bite or claw melee attack.
Pack Mentality:	+1 melee attack bonus for th manimal attacking the same onent in the same round.

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

	To Hit	Dmg		Base
Melee			Speed	
Missile			Fumble	

	Mutations
Electrical Gene	eration (Active Physical Mutation)
Manifestation: Effect: see pag	The manimal's hands glow and twin arcs of electricity shoot out from them to target. e 47
Holographic Sk	in (Active Physical Mutation)
Manifestation: Effect: see pag	The manimal's body shimmers in a rainbow banded and then vanishes. e 52
Metamorph (Ac	tive Physical Mutation)
Manifestation: Effect: see pag	The manimal's body briefly becomes wavy and gelatinous as it transitions into the new shape. e 55
Force Field Gen	neration (Active Mental Mutation)
	The manimal's force field appears as a yellow-orange hexagonal grid that waves and undulates.

Artifact	Check	Effect

Equipment & Treasure	

- **Missile attacks only. Uses rare ammunition.
- ***Missile attacks only. 3d6 damage at short range. Uses rare ammunition.