



Mutant Crawl Classics Iconic NPC

Name: _____ Archiac Alignment: _____

Level: Class/Title: _____ Profession: _____

Manimal Sub-Type: _____ Action Dice: _____ Crit Die/Table: _____

Birth Sign/Lucky Roll: _____

Artifact Check: _____

Max Tech Level: _____

A.C. _____

Base

H.P. _____

Current _____ Max _____

Init	
Ref	
Fort	
Will	

	To Hit	Dmg
Melee		
Missile		

	Base
Speed	
Fumble	

Strength		
Agility		
Stamina		
Personality		
Intelligence		
Luck		

Mutations

Electrical Generation (Active Physical Mutation)
 Manifestation: The manimal's hands glow and twin arcs of electricity shoot out from them to target.
 Effect: see page 47

Holographic Skin (Active Physical Mutation)
 Manifestation: The manimal's body shimmers in a rainbow banded and then vanishes.
 Effect: see page 52

Metamorph (Active Physical Mutation)
 Manifestation: The manimal's body briefly becomes wavy and gelatinous as it transitions into the new shape.
 Effect: see page 55

Force Field Generation (Active Mental Mutation)
 Manifestation: The manimal's force field appears as a yellow-orange hexagonal grid that waves and undulates.
 Effect: see page 71

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

Weapon	Damage
Armour	+AC

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.