



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

Amplimorph (Active Physical Mutation)
 Manifestation: The manimal's body appears to strobe as he changes size in small increments.
 Effect: see page 45

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

Regeneration (Active Physical Mutation)
 Manifestation: The manimal's body is bathed in a soft white glow when healing.
 Effect: see page 59

Magnetic Control (Active Mental Mutation)
 Manifestation: The air ripples between the mutant and target object whenever this mutation is used.
 Effect: see page 74

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"/>
<input type="text"/>	<input type="text"/>
Armour	+AC
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
Check Pen: <input type="text"/>	Speed Pen: <input type="text"/> Fumble: <input type="text"/>

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.