

# Player:

<b>Name:</b>			<b>Title:</b>		
<b>Occupation:</b>		<b>Archaic Alignment:</b>			
<b>Genotype:</b>		<b>Class:</b>		<b>Gender:</b>	<b>Level:</b>
<b>Strength:</b> / <b>mod:</b>	<b>HD:</b>	<b>Hit points:</b> /		<b>EXP:</b>	
<b>Agility:</b> / <b>mod:</b>	<b>Ref save:</b>		<b>Speed:</b>		
<b>Stamina:</b> / <b>mod:</b>	<b>Fort save:</b>		<b>Action dice:</b>		
<b>Personality:</b> / <b>mod:</b>	<b>Will save:</b>		<b>Attack bonus:</b>		
<b>Intelligence:</b> / <b>mod:</b>	<b>Languages:</b>		<b>Crit die:</b>		
<b>Luck:</b> / <b>mod:</b>			<b>Crit table:</b>		

<b>Weapon</b>	<b>Initiative roll</b>	<b>Attack roll</b>	<b>Damage</b>	<b>Armor</b>
				<b>Armor class:</b> <b>Check penalty:</b> <b>Fumble die:</b>

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.

<b>Mutant Abilities</b>		
<b>Artifact bonus/max tech lvl:</b>	<b>AI recognition bonus:</b>	<b>Glowburn:</b> <small>May use STR/STA/AGI on mutations.</small>
<b>Radburn &amp; reverse evolution:</b> When Fort save vs. radiation rolls nat 1/20, lose/gain mutation.		<b>Mutant horror initiative die:</b>
<b>Mutation &amp; artifact notes</b>		

NOTE: Normal artifact checks: ACTION DIE + INT mod + ARTIFACT bonus - COMPLEXITY MODIFIER. Combat artifact checks: spend 1 LCK and roll action die, no bonuses apply

<b>Notes</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	