

**NAME:**  
**PLAYER:**  
**OCCUPATION:**

**CLASS:** **MUTANT**  
**ALIGNMENT:**  
**XP:**

**LEVEL:**

	MOD	TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

**LUCKY ROLL:**  
**GLOW POOL:**  
**SURVIVAL DIE:**  
**FAVORED WEAPONS:**



**COMBAT**  
**SPEED:**  
**ACTION DICE:**  
**INIT:**  
**CRIT DIE:**  
**CRIT TABLE:** III  
**ATTACK BONUS:**

**HD:** 2d4  
**HP:**

**SAVES**  
**REFLEX:**  
**FORTITUDE:**  
**WILL:**

### SPECIAL ABILITIES:

Proficient in all weapons, armor (modified to fit them).  
 Glow Pool to affect acquisition of mutations; can attempt to force mutations starting at level 3.  
 Survival die adds to all survival-related checks and resisting environmental, toxin, and radiation effects.  
 Smell fuel 100', single pint down to 20' with concentration.

### EQUIPMENT:

### TREASURE & WEALTH:

ARMOR			
<b>AC:</b>			
<b>CHECK PENALTY:</b>			
<b>ARMOR DIE:</b>			
<b>FUMBLE DIE:</b>			
<b>PIECES</b>	[i]	f	a
<b>BASE AC:</b>			
<b>MAX FUMBLE DIE:</b> d10			
<b>SPECIAL:</b>			

AC is usually 10 + Ref save + shields.  
 [Impervious] armor does not degrade.  
 f: Feeble pieces degrade on a 1-2.  
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

### MUTATIONS

See USG p. 71 and Mutations starting at p. 167.