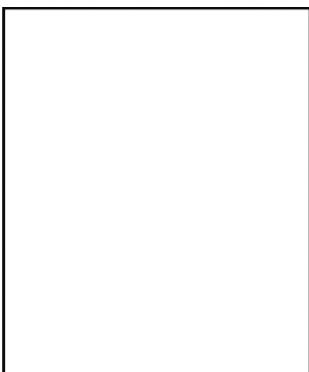


# MUTANT FUTURE

CHARACTER SKETCH OR SYMBOL



Character Name \_\_\_\_\_

Character Type \_\_\_\_\_

Alignment \_\_\_\_\_

Level \_\_\_\_\_

Experience \_\_\_\_\_



Hit Points



Armor Class

## ABILITIES



STRENGTH

Mod. to hit, damage, force doors



DEXTERITY

AC Mod.      Missile Attack



CONSTITUTION

Poison Save  
Modifier      Radiation Save  
Modifier



INTELLIGENCE

Technology  
Modifier



WILLPOWER

Reaction  
Adjustment



CHARISMA

## SAVING THROWS



ENERGY ATTACKS



POISON OR DEATH



STUN ATTACKS



RADIATION

## Mutations and Special Abilities:

## Armor Class

0	1	2	3	4	5	6	7	8	9
<input type="text"/>									

Roll 1d20  
to hit

# MUTANT FUTURE

## Mutations and Special Abilities:

# MUTANT FUTURE

## Mutations and Special Abilities:

# MUTANT FUTURE

## Mutations and Special Abilities:

# MUTANT FUTURE

## WEAPONS and EQUIPMENT

Notes, areas explored, mutants encountered, notable NPCs

FOLLOWERS and HIRED SPECIALISTS      MONEY and TRADE ITEMS