

MUTANT CRAWL CLASSICS RPG WHAT TO ROLL

All rolls can be modified by circumstances (e.g., Attack Roll modifiers, Moral Check modifiers, etc.), Luck or class-specific abilities.

CHECK	WHAT TO ROLL	VERSUS
Melee Attacks		
Sentinel	Action Die + Strength Modifier (+ Artifact Weapon Bonus Die)	Defender's AC
Manimal	Action Die + Strength Modifier (+ Pack Mentality Bonus; p. 36)	Defender's AC
All Other Classes	Action Die + Strength Modifier	Defender's AC
Grappling	Action Die + higher of Strength or Agility Modifier + Size Advantage (+4/multiple)	Opposed Roll
Ranged Attacks		
Sentinel	Action Die + Agility Modifier (+ Artifact Weapon Bonus Die)	Defender's AC
All Other Classes	Action Die + Agility Modifier	Defender's AC
Initiative		
Sentinel	1d20 + Agility Modifier + Class Level	–
Mutant	1d20 + Agility Modifier + Mutant Horror Initiative Bonus Die	–
All Other Classes	1d20 + Agility Modifier	–
Critical Hits		
All Classes	Crit Die (per Class Level) + Luck Modifier	Table (pp. 128-132)
Fumble		
All Classes	Fumble Die (per Armor worn) + Reverse Luck Modifier	Table (p. 126)
Skill Checks		
Trained	1d20 + relevant Ability Modifier	DC
Untrained	1d10 + relevant Ability Modifier	DC
AI Recognition Roll		
	1d20 ± Genotype Modifier ± Other Modifiers (see p. 150)	DC
Artifact Check		
	1d20 + Intelligence Modifier - Artifact's Complexity Modifier + Class Artifact Check Bonus	Table (p. 168)
Rover Abilities		
Unlock Door	1d20 + Intelligence Modifier + Class Bonus (by level; p. 32)	DC
Circumvent Security System	1d20 + Intelligence Modifier + Class Bonus (by level; p. 32)	DC
Remain Hidden	1d20 + Agility Modifier + Class Bonus (by level; p. 32)	DC
Mutant / Manimal / Plantient Abilities		
Mutation Check	Action Die + Class Level (+ Glowburn)	Table
Radburn	If a mutant makes a Fortitude Saving Throw against radiation-based damage and rolls <ul style="list-style-type: none"> a natural 1, the mutant immediately loses one random mutation or defect a natural 20, the mutant immediately gains one random mutation or defect (see Radburn Results Table, p. 42) 	
Shaman Abilities		
Wetware Program Check	Action Die + Intelligence Modifier + Caster Level	Table
Healer Abilities		
Medical Artifact Use	Healers using a medical artifact roll at +1D for its effect	–
Other Checks		
Luck Check	1d20	≤ Luck Ability
Saving Throw	1d20 + Save Modifier	DC
Morale Check	1d20 + Will Modifier	DC 11