

TEENAGE MUTANT NINJA TURTLES™ & OTHER STRANGENESS

Name _____

Animal _____

Alignment _____

Disposition _____

Age _____ Gender _____

Wt _____ Ht _____ Size _____

XP _____ Level _____

Hit Points _____ SDC _____

ARMOR

AR _____ SDC _____ WT _____

Properties _____

COMBAT STYLE

Actions _____ Initiative _____

Strike _____ Parry _____ Dodge _____

Roll _____ Damage _____ Critical _____

Notes _____

COMBAT ACTIONS

Attack, Disarm, Tackle

Throw

Hold

Leap Attack

Critical or Stun with Sneak Attack

Critical Strike (all attacks) _____

Critical or Stun with Melee _____

Death Blow on Natural 20

COMBAT REACTIONS

Parry, Dodge, Roll

Auto Parry

Entangle

Disarm

Throw

EQUIPMENT AND VALUABLES

MENTAL ATTRIBUTES

Intelligence (IQ) _____ Bonus to All Skills

Endurance (ME) _____ Save vs Psionics

Affinity (MA) _____ Charisma & Trust

PHYSICAL ATTRIBUTES

Strength (PS) _____ Bonus to Melee & Hurled Damage

Prowess (PP) _____ Bonus to Strike, Parry, Dodge

Endurance (PE) _____ Save vs Coma, Toxin, Magic

Beauty (PB) _____ Charm & Impress

Speed _____ Move Action Full Round Minute Sprint

Yards/Meters _____

Tabletop Inches _____

PROFESSIONAL SKILLS

%

AMATEUR SKILLS

%

WEAPON PROFICIENCY

Ranged Strike

Melee Strike

Parry

WEAPON

Damage

Range

Notes

