

# 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



