

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

TEENAGE MUTANT NINJA TURTLES & OTHER STRANGENESS

BIO-E WORKSHEET FOR MUTANT CHARACTER CREATION

Original Animal _____

Original Animal Size _____ Starting Bio-E _____

Size Level _____ Bio-E Cost _____

-5 Bio-E For each size level increase.
+5 For each size level decrease

HUMAN FEATURES		
Original Animal <small>*None, Partial, or Full</small>	Mutant Form <small>*None, Partial, or Full</small>	Bio-E Cost
Biped _____	Biped _____	_____
Hands _____	Hands _____	_____
Speech _____	Speech _____	_____
Looks _____	Looks _____	_____

ANIMAL ABILITIES	
Damage	Bio-E Cost
Teeth _____	_____
Claws _____	_____
Horns _____	_____
OTHER ABILITIES	
	Bio-E Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

MUTANT ANIMAL PSIONIC POWERS	
<small>Animal Psionics are available <i>only</i> to characters with an ME of 12</small>	
Alter Aura	10 Bio-E
Animal Control	10 Bio-E
Animal Speech	5 Bio-E
Astral Projection	25 Bio-E
Bio-Manipulation	
Blind	20 Bio-E
Deafness	20 Bio-E
Mute	20 Bio-E
Paralysis	20 Bio-E
Stun	20 Bio-E
Tissue	20 Bio-E
Detect Psionics	10 Bio-E
Hypnotic Suggestion	15 Bio-E
Mental Assault	30 Bio-E
Mind Block	15 Bio-E
Mind Control	25 Bio-E
Mind Trap	25 Bio-E
See Aura	15 Bio-E
Sixth Sense	10 Bio-E
Techno Mind	10 Bio-E
Telepathic Transmission	5 Bio-E
Telepathy	10 Bio-E

MUTANT HOMINID PSIONIC POWERS	
Detect Psionics	10 Bio-E
Hypnotic Suggestion	20 Bio-E
Mental Assault	25 Bio-E
Mind Block	15 Bio-E
Mind Control	30 Bio-E
See Aura	15 Bio-E
Techno Mind	15 Bio-E
Telepathic Transmission	5 Bio-E
Telepathy	10 Bio-E

MUTANT HOMINID ABILITIES	
Extraordinary I.Q.	10 Bio-E
Extraordinary M.A.	10 Bio-E
Extraordinary M.E.	10 Bio-E
Extraordinary P.E.	15 Bio-E
Extraordinary P.P.	15 Bio-E
Extraordinary P.S.	10 Bio-E
Extraordinary P.B.	5 Bio-E
Extraordinary Speed	10 Bio-E

MUTANT HUMAN ABILITIES	
Adhesion	15 Bio-E
Advanced Taste	5 Bio-E
Advanced Touch	5 Bio-E
Advanced Vision	5 Bio-E
Create Darkness	20 Bio-E
Create Force Field	30 Bio-E
Electrical Field	25 Bio-E
Energy Resistance	20 Bio-E
Extraordinary I.Q.	15 Bio-E
Extraordinary M.E.	10 Bio-E
Mechanical Manipulation	15 Bio-E
Shadow Meld	20 Bio-E

MUTANT PROSTHETIC PSIONIC POWERS	
<small>Available only to physically disabled characters (ie, lacking hands, legs/biped or speech)</small>	
Ectoplasmic Hands	10 Bio-E
Ext. Ectoplasmic Hands	10 Bio-E
Psychic Walk	5 Bio-E

BUILD NOTES

BIO-E WORKSHEET		
Starting Bio-E	<input type="text"/>	
Human Features	_____	Animal Abilities _____
Size Costs	_____	Mutant Psionic Powers _____
		Mutant Abilities _____
		Final Bio-E <input type="text"/>
		<small>*Final Bio-E should be zero. Spend it all.</small>