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

COMBAT REACTIONS
Parry, Dodge, Roll

- ☐ Auto Parry
- ☐ Entangle
- ☐ Disarm
- ☐ Throw

- ☐ Critical or Stun with Sneak Attack
- ☐ Critical Strike (all attacks) _____
- ☐ Critical or Stun with Melee _____
- ☐ Death Blow on Natural 20

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
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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TEENAGE MUTANT NINJA TURTLES & OTHER STRANGENESS

NOTES

MUTANT ORIGINS AND TRAITS

Mutant Origin _____ Natural Weapons _____ Damage _____

Attribute Bonuses _____ Animal Abilities _____

Hands _____ Biped _____ Speech _____ Looks _____ _____

SAVES VS STRANGENESS

Save vs Spell Magic _____ Save vs Circle Magic _____ Save vs Psionics _____

SPELL COMBAT

Spells per Day _____ Spells per Round _____ Spell Strength _____

ABILITY/PSIONIC/SPELL NAME	Range	Saving Throw	Duration
Effect			
Effect			
Effect			
Effect			
Effect			
Effect			
Effect			
Effect			
Effect			

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TEENAGE MUTANT NINJA TURTLES
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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 *None, Partial, or Full		Mutant Form *None, Partial, or Full		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

Animal Psionics are available *only* to characters with an ME of 12

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 PROSTHETIC PSIONIC POWERS

Available only to physically disabled characters (ie, lacking hands, legs/biped or speech)

Ectoplasmic Hands	10 Bio-E
Ext. Ectoplasmic Hands	10 Bio-E
Psychic Walk	5 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 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 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

BUILD NOTES

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

BIO-E WORKSHEET

Starting Bio-E _____

Human Features _____ Animal Abilities _____ Mutant Abilities _____

Size Costs _____ Mutant Psionic Powers _____ Final Bio-E _____

*Final Bio-E should be zero. Spend it all.

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