

CHARACTER SHEET

Name: _____
Animal: _____
Occupation: _____
Alignment: _____
Hit Points: _____ **S.D.C. (Physical):** _____
Experience Level: _____
I.Q.: _____ **Age:** _____
M.E.: _____ **Sex:** _____
M.A.: _____ **Weight:** _____
P.S.: _____ **Height:** _____
P.P.: _____ **Land of Origin:** _____
P.E.: _____ **Birth Order:** _____
P.B.: _____ **Disposition:** _____
Spd.: _____
Size Level: _____

Special Abilities**Scholastic Skills****Secondary Skills**

Cause of Mutation: _____

Sponsoring Organization: _____

Status with Sponsor: _____

Equipment: _____

Weapons: _____

Valuables: _____

Combat Skills: Hand to Hand (Type): _____

Number of Attacks: _____

Strike: _____ Parry: _____ Dodge: _____

Damage: _____ Stun: _____ Critical: _____

Kick: _____ Special: _____

Bonuses to Save: _____

Weapon Proficiencies**S****P****Thr****R**

Armour: Type: _____

A.R.: _____ S.D.C.: _____ Weight: _____ Cost: _____

Special Properties: _____

BIO-E WORKSHEET FOR ANIMAL CHARACTER CREATION

This is a quick and easy log sheet for creating your character. Simply circle or underline the data applicable to your mutant. Natural Weapons and Animal Powers require you to fill in the blank.

HUMAN FEATURES			
Non-Mutated "Original" Animal:	Final Mutant Form:	BIO-E COST	
Biped: None Partial Full	Biped: None Partial Full		
Hands: None Partial Full	Hands: None Partial Full		
Speech: None Partial Full	Speech: None Partial Full		
Looks: None Partial Full	Looks: None Partial Full		
			NOTES: _____ _____ _____ _____ _____ _____ _____ _____

ANIMAL PSIONICS	NATURAL WEAPONS
Important Note: Animal Psionics are available <i>only</i> to characters with an M.E. of 12.	Teeth Damage: _____ BIO-E: _____
Animal Control 10 BIO-E	Claws Damage: _____ BIO-E: _____
Animal Speech 5 BIO-E	Horns Damage: _____ BIO-E: _____
Bio-Manipulation	TOTAL WEAPON BIO-E COST: _____
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	
Mind Trap 25 BIO-E	
Mind Block 15 BIO-E	
See Aura 15 BIO-E	
Sixth Sense 10 BIO-E	
Telepathic Transmission 5 BIO-E	
TOTAL PSIONIC BIO-E COST: _____	

MUTANT ANIMAL POWERS	
1. _____	BIO-E: _____
2. _____	BIO-E: _____
3. _____	BIO-E: _____
4. _____	BIO-E: _____
TOTAL POWER BIO-E COST: _____	

SIZE MODIFICATION	
Original Animal Size: _____	Final Mutant Size: _____
SIZE INCREASE — Subtract 5 BIO-E for <i>each</i> level SIZE DECREASE — Add 5 BIO-E for each level.	
Note: See page 10 for size changes.	
TOTAL SIZE BIO-E COST: _____	
Total Available BIO-E: _____	
Subtract Total BIO-E Spent: _____	
Total BIO-E Remaining (Should equal zero): _____	