

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	_____ _____ NOTES: _____ _____ _____ _____ _____ _____	
Hands	None Partial Full	Hands	None Partial Full		
Speech:	None Partial Full	Speech:	None Partial Full		
Looks:	None Partial Full	Looks:	None Partial Full		

ANIMAL PSIONICS	NATURAL WEAPONS
Important Note: Animal Psionics are available <i>only</i> to characters with an M.E. of 12.	
Animal Control 10 BIO-E Animal Speech 5 BIO-E Bio-Manipulation Blind 20 BIO-E Deafness 20 BIO-E Mute 10 BIO-E Paralysis 10 BIO-E Stun 10 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 Transimission 5 BIO-E TOTAL PSIONIC BIO-E COST: _____	Teeth Damage: _____ BIO-E: _____ Claws Damage: _____ BIO-E: _____ Horns Damage: _____ BIO-E: _____ TOTAL WEAPON 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: _____ 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.	Final Mutant Size: _____ TOTAL SIZE BIO-E COST: _____ Total Available BIO-E: _____ Subtract Total BIO-E Spent: _____ Total BIO-E Remaining (Should equal zero): _____