

CLAY-O-RAMA

Character Sheet

Manager's Name _____

Claydonian's Name _____

STATISTICS

Movement: | | - 1 | | - 2 | | - 3 | | - 4 Spans

Special Power _____

ATTACKS

Number of Attacks Per Round: _____

- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage
- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage
- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage
- Limb or Whatever _____ Roll to Hit _____ for _____ Dice Damage

MISSILES

- _____ Tiny Missiles for 1/2 Die Damage
- _____ Small Missiles for 1 Die Damage
- _____ Medium Missiles for 2 Die Damage
- _____ Large Missiles for 3 Die Damage
- _____ Size _____ Missiles for _____ Damage

NOTES, MEMOIRS, DOODLES, BRIBES, AND I.O.U.'s

Claydonia / Clay-O-Rama

Quick Start Sheet

Creation Stats:

Base HP: 50

Movement:

span = to # of legs

(1 span = open hand,

thumb->pinky / 6 in. max)

Determine Powers:

NOTE: 1 tank-tread = 1 limb

roll 2d10 & see table @ right

Round Sequence:

Roll for Initiative: Everyone rolls 2d6 for initiative. Lowest goes first,

in sequence. Players put creations of field & intro them.

Turn Sequence:

Move Your Creation up to it's full Movement.

Fire up to 3 missiles at targets of your choice.

Attack any Adjacent Creature, provided that you have any

attacks in this round & are in range of the target.

You may move up to your maximum Movement to avoid an attack, but

this costs 1 Movement from your sequence

- 01-02 Paralyze
- 03-04 Charge
- 05-06 Speed
- 07-08 Trade Bodies
- 09-10 Frenzy
- 11-12 Blobs of Death
- 13-14 Scavenger
- 15-16 Poke
- 17-18 Use Self As Missile
- 19-20 Create Limb
- 21-22 Chop
- 23-24 Divide Self
- 25-26 Borrow Power
- 27-28 Drop
- 29-30 Missile Absorption
- 31-32 Stomp
- 33-34 Toss
- 35-36 Berserk
- 37-38 Reshape 1 Limb
- 39-40 Pinch
- 41-42 Levitate
- 43-44 Poison
- 45-46 Blindness
- 47-48 Missile Mastery
- 49-50 Refs Call, 1 power
- 51-52 Anti-Mutant
- 53-54 Endurance
- 55-56 Teleport
- 57-58 Absorb Opponent
- 59-60 Slam
- 61-62 Change Places
- 63-64 Shape-Shift
- 65-66 Bite
- 67-68 Crunch
- 69-70 Flight
- 71-72 Catch
- 73-74 Glue
- 75-76 Use Opponent as Missile
- 77-78 Bowl
- 79-80 Vampiric Regeneration
- 81-82 Refs Call, 1 extra Limb
- 83-84 Regenerate
- 85-86 Movement Mastery
- 87-88 Which-Way
- 89-90 Drain Power
- 91-92 Mutation
- 93-94 Repel
- 95-96 Rip Off 1 Limb
- 97-98 Refs Call, 1 power
- 99-00 Reroll

Body Points:

(add/subtract damage below)