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 availa characters with an M.E. of 12.			v to		BIO-E:	
Animal Control Animal Speech		1	0 BIO-E 5 BIO-E	Claws Damage: Horns	BIO-E:	
Bio-Manipulation Blind Deafness			20 BIO-E 20 BIO-E	Damage:	BIO-E:	
Mute Paralysis Stun		1	0 BIO-E 0 BIO-E 0 BIO-E	TOTAL WE	EAPON BIO-E COST: MUTANT ANIMAL POWERS	
Tissue			20 ВІО-Е 0 ВІО-Е	1	BIO-E:	
Detect Psionics Hypnotic Suggestion			5 BIO-E		BIO-E:	
Mind Trap			25 BIO-E		BIO-E:	
Mind Block		1	5 BIO-E		BIO-E:	
See Aura			5 BIO-E			
Sixth Sense Telepathic Transir TOTAL PSIONI	nission C BIO-E COST: _		0 BIO-E 5 BIO-E	TOTAL PO	WER BIO-E COST:	
SIZE MODIFICATION						
Original Animal Size: Final SIZE INCREASE - Subtract 5 BIO-E for <i>each</i> level.				nal Mutant Si	ze:	
SIZE DECREASE - Add 5 BIO-E for each level. TOTAL SIZE BIO-E COST:						
Note: See page 10 for size changes.				Total Available BIO-E: Subtract Total BIO-E Spent:		
Total BIO-E Remaing (Should equal zero):						