TEENAGE MUTANT NINJA CRAWL CLASSICS

Character Name / Pronouns

Genotype / Sub-type / Class

Player Name / Pronouns

AC

Hit Points

Faction / Archaic Alignment

Level

Sessions

Mark * if funnel survivor

Mod		Stat:
	Strength	
	Agility	
	Stamina	
	Personality	
	Intelligence	
	Luck!	

Base Speed	Melee Attack	Melee Damage

Reflex Save	Missile Attack	Missile Damage

Fortitude Save

Will Save

Combat Basics

Initiative:

Action Dice:

Crit Die:

Crit Table:

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Equipment

1.	10.
2.	11.
3.	12.
4.	13.
5.	14.
6.	15.
7.	16.
8.	17.
9.	18.

You have equipment slots = your Strength Stat

Mutations / Artifacts / Special Abilities