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	
	Strength
	Stat:
	Agility
	Stat:
	Stamina
	Stat:
	Personality
	Stat:
	Intelligence
	Stat:
	Luck!
	Stat:

Base Speed	Melee Attack	Melee Damage
Reflex Save	**Missile Attack**	**Missile Damage**
Fortitude Save	**Combat Basics**	
	Initiative:	
Will Save	Action Dice:	
	Crit Die:	
	Crit Table:	

Artifact Check

Max Tech Level:

Birth Sign / Lucky Roll

Equipment

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

You have equipment slots = your Strength Stat

Mutations / Artifacts / Special Abilities