

# 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.

Size Modification				Final Calculations	
Original Animal Size:				Size Bio-E:	
Final Mutant Size:				Animal Bio-E: +	
<b>Size Difference:</b>		x5 =		Bio-E	
Size INCREASE: Subtract 5 Bio-E for each level Size DECREASE: Add 5 Bio-E for each level. Note: See page 22 of AtB Revised for size Changes				Background Bio-E Bonus:	
				Subtract Bio-E Spent:	
				Total Bio-E Remaining: (Should equal 0)	
Human Features				Notes:	
Original Animal	Cost	Final Mutant Form	Cost	Add all values together	
Biped: None		Biped: None			
Partial		Partial			
Full		Full			
Hands: None		Hands: None			
Partial		Partial			
Full		Full			
Speech: None		Speech: None			
Partial		Partial			
Full		Full			
Looks: None		Looks: None			
Partial		Partial			
Full		Full			
			Total:		
Animal Psionics				Natural Weapons	
Important Note: Animal Psionics are available ONLY to characters with an M.E. of 12+					
Power		Bio-E Cost		Type	
				Teeth	
				Claws	
				Horns	
				Total Weapon Bio-E Cost:	
Mutant Animal Powers					
Power		Bio-E Cost			
Total Psionic Bio-E Cost:				Total Power Bio-E Cost:	