

Monster Concept: _____

Instructions: Ask yourself these questions about each of the monster’s stats. Check the appropriate exponent. Be honest. Be fair.

Will	Check one	Exp.	Black	Gray	White
Is the monster soft mental clay?	☐	1	☐	☐	☐
Is the monster susceptible to manipulation or simply dense?	☐	2	☐	☐	☐
A little gullible like most of us?	☐	3	☐	☐	☐
Reasonably adept and socially able?	☐	4	☐	☐	☐
Hard to deceive or manipulate?	☐	5	☐	☐	☐
Strong willed and naturally adept?	☐	6	☐	☐	☐
Instinctually social?	☐	7	☐	☐	☐
With a word such creatures can convince their peers of their and ideas.	☐	8	☐	☐	☐
Does the monster possess a nearly incomprehensible strength of mind?	☐	9	☐	☐	☐
Is the monster a near-perfect social entity with an unbreaking will?	☐	10	☐	☐	☐

Speed	Check one	Exp.	Black	Gray	White
Is the monster a slug?	☐	1	☐	☐	☐
Does he move like a reptile on a cold, cold day?	☐	2	☐	☐	☐
Is he a little pokey, but can keep up if need be?	☐	3	☐	☐	☐
Does he move with the crowd, not slip and fall too often?	☐	4	☐	☐	☐
Is he graceful, coordinated or just fast?	☐	5	☐	☐	☐
Is he an athlete in peak physical form?	☐	6	☐	☐	☐
Is he among the best contolled? The quickest on his feet?	☐	7	☐	☐	☐
Without a doubt, no man is so fast and fluid	☐	8	☐	☐	☐
Eerie grace and movement	☐	9	☐	☐	☐
Flawless poise, motion and follow-through	☐	10	☐	☐	☐

Perception	Check one	Exp.	Black	Gray	White
Is the monster near-completely unaware of his surroundings?	☐	1	☐	☐	☐
Does he notice things when prodded?	☐	2	☐	☐	☐
Plain, straightforward, nothin’ special	☐	3	☐	☐	☐
Perceptive enough to spot...	☐	4	☐	☐	☐
Keen in the mind	☐	5	☐	☐	☐
Very sharp, rarely misses trick	☐	6	☐	☐	☐
Deeply perceptive, but not immensely adept at learning	☐	7	☐	☐	☐
It’s spooky how much he notices...	☐	8	☐	☐	☐
Can see through veils of reality	☐	9	☐	☐	☐
God-like abilties	☐	10	☐	☐	☐

Power	Check one	Exp.	Black	Gray	White
Can the monster barely carry its own weight? (like an infant)	☐	1	☐	☐	☐
Is the monster feeble? (like an elderly person)	☐	2	☐	☐	☐
Is the monster simply a little weak? (doesn’t exercise)	☐	3	☐	☐	☐
Is the monster as strong as a physically fit human?	☐	4	☐	☐	☐
Is he athletic, strong and capable?	☐	5	☐	☐	☐
Is the monster forcibly strong? Can he hurl a table across the room?	☐	6	☐	☐	☐
Is he as strong as Conan?	☐	7	☐	☐	☐
The upper limit of human strength. Muscle-bound and freakishly strong.	☐	8	☐	☐	☐
Superhumanly strong.	☐	9	☐	☐	☐
Is the monster as physically potent as they come? Like the God of Strength	☐	10	☐	☐	☐

Agility	Check one	Exp.	Black	Gray	White
Does he even have hands?	☐	1	☐	☐	☐
Clumsy?	☐	2	☐	☐	☐
Just a “normal joe” monster?	☐	3	☐	☐	☐
Can get the job done?	☐	4	☐	☐	☐
Catch a fly on the first try?	☐	5	☐	☐	☐
A born natural oozing talent—never misses a catch or a throw	☐	6	☐	☐	☐
Pluck the wings off a fly in air with chopsticks?	☐	7	☐	☐	☐
Juggle knives while running in circles pouring wine in tiny cups?	☐	8	☐	☐	☐
Inhumanly agile	☐	9	☐	☐	☐
Faultless hand-eye coordination	☐	10	☐	☐	☐

Forte	Check one	Exp.	Black	Gray	White
Is the monster vulnerable and frail? Like a mouse or roach?	☐	1	☐	☐	☐
Does a climb up the stairs leave him winded?	☐	2	☐	☐	☐
Can’t run a mile without stopping for a breather or two.	☐	3	☐	☐	☐
Not the toughest, but not noticeably frail or weak, either.	☐	4	☐	☐	☐
Tough.	☐	5	☐	☐	☐
Brutish.	☐	6	☐	☐	☐
Relentless, like an Ox.	☐	7	☐	☐	☐
Incredibly durable, Troll tough.	☐	8	☐	☐	☐
Unimaginably potent, Giant tough.	☐	9	☐	☐	☐
Like a god or young, virile dragon.	☐	10	☐	☐	☐

Shade Questions

Ask these questions for each aspect/stat of the monster.

- Is the monster no more or less adept than what all of nature contains? Is he kin to most men, dwarves, elves, orcs, trolls, spiders and wolves? Then choose a Black Shade.

- Is the monster extremely special, unique, otherworldly or semi-divine? Then choose Gray shade.

- Is the monster divine, demonic, supernatural or beyond the pale of human comprehension? Then choose White shade.

Trait Questions

Stature

- ☐ Insectal— >1' height, >1lb-5lbs. Mortal Wound base 3.
- ☐ Vermin— 1-3' in height, >100lbs. Mortal Wound base of 5.
- ☐ Diminutive— 3-5' in height, 100-300 lbs.
- ☐ Midling— 5-7' height, 100-300 lbs.
- ☐ Massive— 6-10' height, 250-1000 lbs.
- ☐ Gigantic— 10-30' height, weight in tons. Base Mortal Wound of 7.

Locomotion

If the creature is not a biped, how does it move around? (If your creature is a cross-breed, choose the two appropriate modes and be sure to describe its body with traits).

- ☐ Perfect Biped: W: 1x, J: 2x, S: 5x
- ☐ Canine: W: 1x, J: 3x, S: 7x
- ☐ Elephantine: W: 1x, J: 3x, S: 4x
- ☐ Feline: W: 1x, J: 3x, S: 6x
- ☐ Ursine: W: 1x, J: 3x, S: 5x
- ☐ Ungulate: W: 1x, J: 3x, S: 8x
- ☐ Rabbit: W: 1x, J: 3x, S: 6x
- ☐ Rodent: W: 1x, J: 2x, S: 4x
- ☐ Reptilian: W: 1x, J: 2x, S: 3x
- ☐ Slugs and stuff: W: .2x, J: .3x, S: .5x
- ☐ Frog-like: W: .5x, J: 2x, S: 7x
- ☐ Tortoise: W: .5x, J: 1x, S: 1.25x
- ☐ Insect W: .5x, J: 1x, S: 2x
- ☐ Arachnid: W: 1x, J: 2x, S: 4x
- ☐ Serpent: W: 1x, J: 2x, S: 3.5x
- ☐ Worm W: .2x, J: .5x, S: .75x
- ☐ Avian W: .5x, J: 7x, S: 14x
- ☐ Bat W: .5x, J: 3x, S: 5x
- ☐ Fish W: 2x, J: 4x, S: 7.5x

- ☐ Porpoise W: 1x, J: 3x, S: 5.5x
- ☐ Floatie W: .25x, J: 5x, S: 1x
- ☐ Weird

Natural/Common Traits

Note the trait and its cost.

Body—describe how your creature is different from a human in form

- ☐ Head _____
- ☐ Body _____
- ☐ Arms _____
- ☐ Legs _____

Senses—describe how your creature's senses differ from humans, if at all.

- ☐ _____
- ☐ _____
- ☐ _____

Natural Advantages—describe how your creature survives (claws, teeth, armor, camouflage, etc).

- ☐ _____
- ☐ _____
- ☐ _____

Natural Disadvantages—describe disadvantages of your creature compared to human (frail, slow, susceptible)

- ☐ _____
- ☐ _____
- ☐ _____

Character Traits/Personality—does your monster have any inborn/inbred traits that effect its personality? (Alien, Loathesome, Voracious Appetite)

- ☐ _____
- ☐ _____
- ☐ _____

Special Traits:

Does the monster possess any odd, quirky or cool traits that differentiates him from all the rest?

Call-Ons

- ☐ _____
- ☐ _____
- ☐ _____

Die Traits

- ☐ _____
- ☐ _____
- ☐ _____

Skill Questions

Occupation

What role does the monster play? Is he a hunter, a guardian, a scavenger, a forager, a tool-user, a tool in itself or something else?

Type of Skills

Note what types of skills are most appropriate to your monster's occupation:

- ☐ Academic
- ☐ Artist
- ☐ Craftsman
- ☐ Forester
- ☐ Martial
- ☐ Medicinal
- ☐ Military
- ☐ Musical
- ☐ Peasant
- ☐ Physical
- ☐ School of Th.
- ☐ Seafaring
- ☐ Social
- ☐ Sorcerous
- ☐ Special

Experience of Monster

What kind of experience does your monster have? Is he a young pup? or an aged veteran? Perhaps he's old, but never tested?

Untrained, young, or stupid

- ☐ 3-14 skill points.

Beginner, Skilled youngster

- ☐ 15-19 skill points.

Trained

- ☐ 20-24 skill points.

Experienced

- ☐ 25-29 skill points.

Veteran

- ☐ 30-39 skill points

Highly Experienced

- ☐ 40-50 skill points.

Steel Questions

—Is it in the monster's nature to crush, kill, destroy, maim, rape and pillage? If so, raise Steel by one.

—Has the monster ever been severely wounded? If the monster is a killer, raise Steel by one. If the monster is not a killer, lower Steel by one.

—Has the monster been tortured, enslaved or beaten terribly over time? If yes and his Will is 5 or higher, raise Steel by one. If no, and Will is 3 or lower, reduce Steel by one.

—Is the monster murderous, innured to death or particularly bloody-handed? If so, raise Steel by one.

—Has the monster lead a sheltered life? One free from violence and pain? Reduce Steel by one.

—Has the monster been raised in a competitive (but non-violent) culture? If so, raise Steel by one.

—If the monster is a mother and has given birth to a child, raise Steel by one.

—Is the monster particularly emotionless or remote? Raise Steel by one.

—If the character is Gifted or Faithful, raise Steel by one.

—If the Will stat is exponent 5 or higher, raise Steel by one.

—If the monster's Perception is B6 or higher, raise Steel by one.

—If the monster's Will is B7 or higher, raise Steel by one.

—If the monster's Forte is B6 or higher, raise Steel by one.