

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?	<input type="radio"/>	1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Is the monster susceptible to manipulation or simply dense?	<input type="radio"/>	2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A little gullible like most of us?	<input type="radio"/>	3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Reasonably adept and socially able?	<input type="radio"/>	4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hard to deceive or manipulate?	<input type="radio"/>	5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strong willed and naturally adept?	<input type="radio"/>	6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Instinctually social?	<input type="radio"/>	7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
With a word such creatures can convince their peers of their and ideas.	<input type="radio"/>	8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Does the monster possess a nearly incomprehensible strength of mind?	<input type="radio"/>	9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Is the monster a near-perfect social entity with an unbreaking will?	<input type="radio"/>	10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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

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

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

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

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

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, >11lb-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: 2.5x, 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.