MONSTER TRAINER

NAME _____

LEVEL ◯ **XP** [____]

Race1: Name1, Name2, etc.
Race2: Name1, Name2, etc.

Race3: Name1, Name2, etc.

LOOK

Choose one for each, or write your own:

BODY: _____

EYES: _____

HAIR: _____

SKIN: _____

_____

ARMOR

HIT POINTS

Max (8+Constitution)   Current

DAMAGE

D6

ALIGNMENT / DRIVE

☐ **Good**
Put your monsters above yourself

☐ **Chaotic**
Capture a powerful foe

☐ **Evil**
Push your monsters to exhaustion

☐ _____
_____

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(−), 9(−), 8(-1)

Strength	Dexterity	Constitution
STR — Weak -1 ☐	DEX — Shaky -1 ☐	CON — Sick -1 ☐

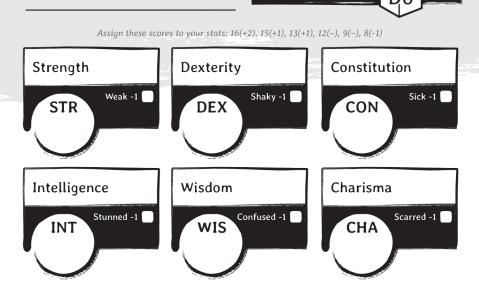| Intelligence	Wisdom	Charisma
INT — Stunned -1 ☐	WIS — Confused -1 ☐	CHA — Scarred -1 ☐

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ wants a monster, lend them aid with one of yours.

Your monsters are fond of _____ , Praise your monsters with their aid.

You have a rivalry with _____, challenge them.

_____
_____
_____
_____

STARTING MOVES

☒ **Catch Them All**
You have 2 **Holding Cubes** in which to store beasts and monsters of the world. Each cube is the size of a human hand and nearly weightless.
Only one monster may reside inside a single cube.

☒ **Got'cha**
When you witness a creature lose consciousness, touch an empty **Holding Cube** to the monster. Roll+CHA
10+: The monster is captured and safely held within the cube to be commanded later. Use the hireling rules to create the monster *(Do not use Costs or Loyalty. Instead it has a stat called **Obedience** maxed at 3)*.
7-9: Success, but choose one:

☐ The monster is unpredictable, the monster takes -2 **Max Obedience**.

☐ It's lost to much of its strength and isn't the monster it use to be. -5 Points during creation (No lower than 0).

☒ **Praise**
When you have time to rest (about an hour or more), you may praise your monsters and remove all ill effects you and they have towards each other. Their current Obedience is refreshed and set to max.

☒ **I Choose You**
Hold out a Holding Cube and call forth the captured monster to your side. It's tough keeping monsters under control however, you may only have one out of its Holding Cube at a time. If you have another monster out, command it to return to its cube before you release another monster, this doesn't require a roll.

☒ **Command**
When you roll for a move and use the monster's skill to aid you, do the following in addition to your normal move.
10+: Your command is understood and the monster will perform the task to the best of its abilities.
7-9: The monster will perform the task, but also choose one from the list below:

☐ -1 **Obedience**. If it's **Obedience** hits 0, the monster will complete the task to the best of its abilities, then have no other desire except to return to its **Holding Cube**. You must **Praise** it before you may call upon it again.

☐ Your monsters don't like how you command, -1 **Ongoing** to your moves receiving aid from monsters until you **Praise** them.

MoveChoice5a

RACE

Start with a monster, choose one:

☐ **Boar**
Strong and sturdy, the boar charges ahead.

☐ **Eagle**
Keen eyes give this aerial animal great scouting skills.

☐ **Kobold**
Found in some cave, it'll listen...kinda

☐ _____
_____
_____
_____

COIN

STARTING GEAR

Max Load (10+STR)   Current

You carry **something**.

Dungeon Rations (5 uses, ration, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Holding Cube (2 uses, 0 weight)

Choose your weapon:

☐ **Whip** (tags, # weight)

☐ **Dagger** (tags, # weight)

☐ **Crossbow** (tags, # weight)

Choose your defenses:

☐ **Leather** (tags, # weight)

☐ **Chainmail** (tags, # weight)

☐ **Shield** (tags, # weight)

Choose two:

☐ **Sporty Hat** (# uses, tags, # weight)

☐ **Monster Treats** (# uses, tags, # weight)

☐ **First Aid Kit** (3 uses, tags, # weight)

☐ **60gp** (# uses, tags, # weight)

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

☐ **Big Belt**
You may now have 4 **Holding Cubes**.

☐ **Top Trainer**
Your monsters' training shows, choose 1:
- Distribute 2 additional Points to their skills.
- +1 max Obedience

☐ **Monster Whisperer**
You can understand your monsters fluently.

☐ **Tooth and Claw**
When you deal damage while commanding a monster to aid you, deal an additional 1 damage.

☐ **Authority**
When you perform a move that would have you roll +STAT, if you are commanding a monster to aid you, you can use +CHA in place of +STAT.

☐ **Like a Turtle**
Vigorous physical and mental training has yielded sturdy monsters. Their durability is much higher.

☐ **AdvancedMove7**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, choose 2:
- Option 1 Effect
- Option 2 Effect
- Option 3 Effect

☐ **AdvancedMove8**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, this effect happens.

☐ **AdvancedMove9**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, choose 2:
- Option 1 Effect
- Option 2 Effect
- Option 3 Effect

☐ **AdvancedMove10**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, this effect happens.

When you gain a level from 6-10, you may choose from these moves.

☐ **Huge Belt**
You may now have 6 **Holding Cubes.**

☐ **Master Trainer**
Replaces: Top Trainer
Your monsters show skill, choose 1:
- Distribute 4 additional Points to their skills.
- They receives +2 max Obedience.
- +1 max Obedience and 1 additional Point to their skill.

☐ **Elite Two**
You may have two monsters out at once.

☐ **AdvancedMove14**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, choose 2:
- Option 1 Effect
- Option 2 Effect
- Option 3 Effect

☐ **AdvancedMove15**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, this effect happens.

☐ **AdvancedMove16**
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, this effect happens.

☐ **AdvancedMove17**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, choose 2:
- Option 1 Effect
- Option 2 Effect
- Option 3 Effect

☐ **AdvancedMove18**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, this effect happens.

☐ **AdvancedMove19**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, choose 2:
- Option 1 Effect
- Option 2 Effect
- Option 3 Effect

☐ **AdvancedMove20**
Replaces: Move
When you **perform this action**, roll +STAT. *On a 10+, this effect happens. *On a 7-9, this effect happens.

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