

# Beast Wars

Name: \_\_\_\_\_ Generation: \_\_\_\_\_ Protoform: \_\_\_\_\_

Player: \_\_\_\_\_ Beast: \_\_\_\_\_ Alliance: \_\_\_\_\_

Chronicle: \_\_\_\_\_ Nature: \_\_\_\_\_ Class: \_\_\_\_\_

## Attributes

### Physical

Strength (x2) ●○○○○

Dexterity ●○○○○

Stamina ●○○○○

### Social

Charisma ●○○○○

Manipulation ●○○○○

Appearance ●○○○○

### Mental

Perception ●○○○○

Intelligence ●○○○○

Wits ●○○○○

## Abilities

### Talents

Alertness ○○○○○

Athletics ○○○○○

Brawl ○○○○○

Dodge ○○○○○

Empathy ○○○○○

Expression ○○○○○

Intimidation ○○○○○

Primal Urge ○○○○○

Streetwise ○○○○○

Subterfuge ○○○○○

### Skills

Animal Ken ○○○○○

Piloting ○○○○○

Etiquete ○○○○○

Firearms ○○○○○

Melee ○○○○○

Leadership ○○○○○

Performance ○○○○○

Security ○○○○○

Stealth ○○○○○

Survival ○○○○○

### Knowledge

Computer ○○○○○

Enigmas ○○○○○

Investigation ○○○○○

History ○○○○○

Demolitions ○○○○○

Repair ○○○○○

Matrix ○○○○○

Politics ○○○○○

Procedures ○○○○○

Science ○○○○○

## Advantages

### Backgrounds

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### Weapons

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### Mechanisms

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### Beast Mode

Strength ○○○○○

Dexterity ○○○○○

Stamina ○○○○○

Appearance ○○○○○

### Energon

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□ □ □ □ □ □ □ □ □ □

### Spark

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### Willpower

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### Health

Bruised □

Hurt □

Injured -1 □

Wounded -1 □

Mauled -2 □

Crippled -2 □

Incapacitated -5 □

### Experience

\_\_\_\_\_

Location of Spark

\_\_\_\_\_