

# BEAST WARS

## TRANSFORMERS

NAME:

GENERATION:

PROTOFORM:

PLAYER:

BEAST:

ALLIANCE:

CHRONICLE:

NATURE:

CLASS:

### ATTRIBUTES

#### PHYSICAL

Strength(x2) \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

#### SOCIAL

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

#### MENTAL

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

### ABILITIES

#### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Piloting \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

#### KNOWLEDGES

Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 History \_\_\_\_\_ 00000  
 Demolitions \_\_\_\_\_ 00000  
 Repair \_\_\_\_\_ 00000  
 Matrix \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Procedures \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### MECHANISMS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### WEAPONS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### BEAST MODE

##### STRENGTH

0 0 0 0 0 0 0 0 0 0

##### DEXTERITY

0 0 0 0 0 0 0 0 0 0

##### STAMINA

0 0 0 0 0 0 0 0 0 0

##### APPEARANCE

0 0 0 0 0 0 0 0 0 0

#### WILLPOWER

0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □

#### SPARK

0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □

Spark Location: \_\_\_\_\_

#### ENERGON

□ □ □ □ □ □ □ □ □ □  
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#### HEALTH

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

#### EXPERIENCE

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