This __________________________ Monster.
It is scary when __________________________.
It wants ________________________________.

ABILITIES
Fight: OOOOOOO
Grab: OOOOOOO
Chase: OOOOOOO
Scare: OOOOOOO

QUALITIES
It is ________________________________.
It can ________________________________.
It can ________________________________.
It cannot ________________________________.

WEAKNESSES
______________________________.
______________________________.
______________________________.
______________________________.

A Regular Monster:
10 Ability Pts * Health: 30 * No extra dice
A Scary Monster:
15 Ability Pts * Health: 40 * +2 dice to actions
A Big Bad Monster:
20 Ability Pts * Health: 50 * +3 dice to actions

Qualities are always worth 3 dice.