

TRAIT TABLES

TYPE	FORM	QUIRK
● Normal <input type="checkbox"/>	● Lizard <input type="checkbox"/>	● Scales <input type="checkbox"/>
● Fire <input type="checkbox"/>	● Insect <input type="checkbox"/>	● Tentacles <input type="checkbox"/>
● Water <input type="checkbox"/>	● Turtle <input type="checkbox"/>	● Spines <input type="checkbox"/>
●● Electric <input type="checkbox"/>	●● Bird <input type="checkbox"/>	●● Claws <input type="checkbox"/>
●● Rock <input type="checkbox"/>	●● Fish <input type="checkbox"/>	●● Fangs <input type="checkbox"/>
●●● ROLL BELOW	●●● ROLL BELOW	●●● ROLL BELOW
● Poison <input type="checkbox"/>	● Frog <input type="checkbox"/>	● Wings <input type="checkbox"/>
● Ice <input type="checkbox"/>	● Snake <input type="checkbox"/>	● Shell <input type="checkbox"/>
● Grass <input type="checkbox"/>	● Dog <input type="checkbox"/>	● Long Tail <input type="checkbox"/>
●● Ground <input type="checkbox"/>	●● Mouse <input type="checkbox"/>	●● Big Maw <input type="checkbox"/>
●● Wind <input type="checkbox"/>	●● Cat <input type="checkbox"/>	●● Trunk <input type="checkbox"/>
●●● ROLL BELOW	●●● ROLL BELOW	●●● ROLL BELOW
● Psychic <input type="checkbox"/>	● Horse <input type="checkbox"/>	● Tongue <input type="checkbox"/>
● Ghost <input type="checkbox"/>	● Pig <input type="checkbox"/>	● Hands <input type="checkbox"/>
● Dark <input type="checkbox"/>	● Seal <input type="checkbox"/>	● Antlers <input type="checkbox"/>
●● Fairy <input type="checkbox"/>	●● Plant <input type="checkbox"/>	●● Pincers <input type="checkbox"/>
●● Fighting <input type="checkbox"/>	●● Crab <input type="checkbox"/>	●● Fungus <input type="checkbox"/>
●●● Steel <input type="checkbox"/>	●●● Dragon <input type="checkbox"/>	●●● Giant <input type="checkbox"/>

TINY MONSTERS GO!

Design: Ben Wray • Layout: Chris Stone-Bush

HOW TO PLAY:

- Come up with a list of chores or stuff that needs doing. Whenever you accomplish one, you've found a tiny monster!
- Roll a d6 for Type, Form, and Quirk and consult the tables: on a 6, roll again and consult the uncommon table, on a 6 again, roll again and consult the rare table.
- If it's a new species, name it! Then name the monster, specifically. If it's an existing species, level up said monster instead.
- The first time you discover a monster with any given trait, put a check mark next to that trait. (So if your first monster is a fire dog with tentacles, put checks next to "fire", "dog", and "tentacles". Later, you find a Dark Fish with Tentacles, just put checkmarks next to Dark and Fish.)

TRAINER LEVEL: _____

Your trainer level is equal to the number of checkmarks you've put down.