

Hare Today, Gone Tomorrow (*Bunnies & Burrows*)

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 - **Turn Order:** Lightning, Clover, Ripper, Brighteyes, Oakroot, Sage
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- Intro & Welcome**
 - Who has played GURPS? Read/seen "Watership Down"?
 - Go over life as a rabbit: Character Sheet, Sense of Duty, GURPS 4th (rolls, Luck, and injury), Maneuvers, Oakroot's Butting and Ripper's Ripping.
 - Bio break planned for the two-hour mark.
 - Any questions?
-
- Bluebell's Arrival**
 - Nighttime: many of the warren are gathered in the Storytelling Chamber, listening to a tale (Clover?), when a soft "Help me... help me, please" can be faintly heard outside.
 - An Owsla sentry enters and reports to Oakroot that there is a wounded hare out on the meadow calling for assistance.
 - Many rabbits rush to the burrow openings to see what's going on (presumably, including the PCs).

- The hare, Bluebell, is in great pain and asking for "the Heroes of the Meadow" who live here (see the "Story Summary" appendix).
- Bloodmoon, an owl, may attack as a rescue is underway.
- Once safely inside the warren, Bluebell will share her full story and ask the PCs to honor the words of the Black Hare of Inlé and rescue her mate, Three-Toes.
- Queen Wrinklebrow supports a rescue mission, but if the PCs balk, there's always adventures closer to the warren (though Bluebell will naturally be quite upset).

□ **Bloodmoon**

- Bloodmoon, an adult great horned owl, began hunting the meadow a few months ago. So far, three rabbits have been silently snatched up.
- Though he prefers hunting at night, the chance at a group of six adult rabbits crossing the meadow is hard to resist.

□ **Trapped Fox**

- Not far from the meadow, a young fox (Curltail) has been caught in a human snare. His paw and gums are bloody from trying to escape. If the party simply release him without receiving assurances, he will attack them; but if they make him promise to leave them in peace, he will abide when released (alternately, an older She-Fox named Zephyr watches the whole scene; when Curltail starts to attack and break his word, she admonishes him).

□ **The Road**

- *Possible 10-minute break (about 2 hours in).*
- Bones as well as fresh corpses (squirrel, rabbit, turtle) litter the sides of this unnatural place ("Hard like stone, smooth like water"). Noisy and smelly "metal" monsters sometimes roar by at incredible speed. (Skill: 10, 3d cr)
The branches of two trees *almost* bridge the gap above the road.

□ **One-Eyed Bobcat**

- *Possible 10-minute break (about 2 hours in).*
- The bobcat that Ripper injured last season (Greyfur) prowls the area beyond the road. If he hears/smells/sees them, he will set an ambush and pounce, favoring Ripper as a target.
- Possibly, he could be lured to chase a rabbit back across the road and get smashed by a car.

□ **Viper's Lair**

- Fright Checks all around to even enter the lair of a snake.
- Three-Toes is, miraculously, still alive and deep in the viper's lair, though in great pain and in need of healing.
- The viper, Seless, has recently birthed six live baby vipers and is hoarding live food for them. They will stay out of sight unless they hear their mother fighting and hissing.

□ **The Trip Home**

- One-Eyed Bobcat, Trapped Fox returns, Bloodmoon, Hunters, campfire, etc. are all possibilities if there is still time to kill.

□ **Return, Reunion, and Reward**

- If they make it back to the warren with Three-Toes, their legend will increase even further, spreading beyond the warren to the other animals of the meadow. They live out their remaining years well-loved and wanting for nothing.

APPENDIX: Bluebell's Tale

A mated pair of hares, Three-Toes and Bluebell, are upstream from the PC rabbits' warren, each taking turns drinking from the stream while the other watches for predators. Suddenly, a water viper strikes from the stream, biting Three-Toes in the face and pulling him into the water. Without a thought, Bluebell dives in after them. She bites the snake, but receives a vicious bite in return, and the viper's poison races through her blood like fire.

Barely able to keep afloat, Bluebell is carried away by the stream. The last thing she sees is Three-Toes struggling against the snake coiled around him, carrying him to its lair, and then... blackness.

While unconscious, she hears the voice of the Black Hare of Inlé. He tells her not to fear, that it is not Three-Toes's time to be taken and that he still lives. If she can make it to the warren of The Heroes of the Meadow, beneath the tall oak, they can save him. She awakes to find herself on the bank of the stream, nearly drowned and in excruciating pain from the snake's bite. In the far distance, she can see a lone oak tree atop a small meadow rise and begins slowly making her way there.

She collapses from exhaustion still many yards from the warren and begins calling out. The PCs, alerted, worry that the voice will attract Bloodmoon, a great horned owl who hunts their meadow. They (hopefully) stage a rescue and manage to get Bluebell inside the warren, where she relates her tale.

APPENDIX: Herbs

Arrow Root	Poison antidote and +4 to HT resist rolls for 1 hour
Brightroot	All senses +2 for 1 hour
Dodgeweed	+1 Dodge for 1 minute
Foxglove Pollen	Target (and tracks) smell like a fox for 1 hour
Redberry	Heals 1d+3 damage and fatigue
Creeping Vine	Roll vs. HT or be at -4 ST for 1 hour
Purpleberry	Roll vs. HT or all senses -4 for 1 hour
Slumberleaf	Roll vs. HT+2 or sleep for 1 minute
Snuffball	Roll vs. HT or Sneeze for 1 minute (Dodge -2, ½ Move)

APPENDIX: NPCs

*These stats are ballpark numbers based on **rabbits** being the baseline, not humans.*

Bloodmoon (great horned owl)

ST: 18 **DX:** 14 **IQ:** 11 **HT:** 11
Will: 12 **Per:** 15 **FP:** 11
Move: 10/3 (air/ground) **Speed:** 10
DR: 0 **Stealth:** 14

DODGE: 10

HP: 18

Bite-14 Dmg 2d cut, Reach C
Claw-15 Dmg 2d-2 imp, Reach C, 1

Curltail (young fox)

ST: 16 **DX:** 12 **IQ:** 10 **HT:** 10
Will: 10 **Per:** 13 **FP:** 10
Move: 6 **Speed:** 6
DR: 0 **Stealth:** 13

DODGE: 10

HP: 16

Bite-12 Dmg 1d+2 cut, Reach C
Claw-12 Dmg 2d cut, Reach C, 1

Zephyr (adult fox)

ST: 18 **DX:** 14 **IQ:** 13 **HT:** 11
Will: 13 **Per:** 14 **FP:** 11
Move: 6 **Speed:** 6
DR: 0 **Stealth:** 15

DODGE: 11

HP: 18

Bite-14 Dmg 2d-2 cut, Reach C
Claw-14 Dmg 2d+1 cut, Reach C, 1

Greyfur (one-eyed bobcat)

ST: 22 **DX:** 13 **IQ:** 11 **HT:** 11
Will: 12 **Per:** 12 **FP:** 11
Move: 6 **Speed:** 6
DR: 1 **Stealth:** 14

DODGE: 11

DR: 1

HP: 30

Bite-14 Dmg 2d cut, Reach C

Claw-15 Dmg 3d-2 cut, Reach C, 1

Seless (adult viper)

ST: 20 **DX:** 15 **IQ:** 12 **HT:** 12
Will: 14 **Per:** 14 **FP:** 12
Move: 7 **Speed:** 7
DR: 0 **Stealth:** 15

DODGE: 11

HP: 32

Bite-15 Dmg 2d-2 pi+, Reach C, 1

Constrict-14 Dmg 2d+3 cr, Reach C (once constricted, must break free)

Viper Babies

ST: 14 **DX:** 12 **IQ:** 9 **HT:** 10
Will: 10 **Per:** 12 **FP:** 10
Move: 6 **Speed:** 6
DR: 0 **Stealth:** 12

DODGE: 10

#1 HP: 16

#2 HP: 16

#3 HP: 16

#4 HP: 16

#5 HP: 16

#6 HP: 16

Bite-13 Dmg 1d+2 pi+, Reach C, 1

Constrict-12 Dmg 2d-1 cr, Reach C
(once constricted, must break free)

Brighteyes

Hoplite Diplomat of Great Wisdom



- ✓ **Empathic**
- ✓ **Brawling**
- ✓ **Detect Lies**
- ✓ **Diplomacy**
- ✓ **Zoology**

Brighteyes

Hoplite Diplomat of Great Wisdom

ST	11	HP	11
DX	13	Will	12
IQ	13	Per	13
HT	11	FP	11

Damage Resistance

Eyes	Arms
Neck	Hands
Skull	2 Legs
Face	Feet
Torso	Groin

Advantages

Empathic
Luck



Disadvantages

Delusion (rabbit-kind will one day rule the world)
Fear of Fire and Loud Noises
Sense of Duty (Warren)

Move: 6 Speed: 6 Sw/Thr:
Dodge: 10 Parry: 11 Block:

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	13	1d+1 cut	C	
Claw	13	1d-1 cut	C, 1	
Kick	12	1d cut	C, 1	

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Stone	13	1d cr	2	20	1	1(T)	-2	

Possessions

Skills

Name	Level	Name	Level
Bunny!	11	Brawling	14
Acrobatics	12	Detect Lies	13
Climbing	11	Diplomacy	14
Digging	13	Zoology	14
First Aid	14		
Freezing	12	LANGUAGES	
Jumping	14	Rabbit/Hare (native)	
Running	12	Common Avian	
Sleight of Paw	10	Raptor, Songbird	
Stealth	13	Common Carnivore	
Survival	12	Cat, Dog	
Swimming	12	Common Cold-Blooded	
Throwing	13	Frog, Snake	
		Common Herbivore	
		Common Rodent	
		Rat, Squirrel	

Notes

Brighteyes, as one of the few diplomats in the warren, you are well-respected by your fellow rabbits. You use your skills of Diplomacy (and Detect Lies!) to speak with other animals who may pose a threat to the warren and attempt to negotiate with them.

As a Hoplite, you sometimes travel on distant missions for the Rabbit Queen (Wrinklebrow). Though combat is not your strong suit, you have completed the same training as all other Hoplites, so your skills are at least above those of the common rabbit.

Two seasons ago, you and your friends became legendary heroes by rescuing a trapped bunny named Rosin. The tales of how you slew a hawk, tricked a colony of mongooses into helping you, and outwitted an angry human have been told and retold ever since, and every bunny in the warren knows you on sight. Since then, you have become the Queen's most trusted advisor, and there has even been talk that you may someday succeed her.

ADVANTAGES/DISADVANTAGES

Empathic: You find it easy to put yourself in the place of others to better understand them.

Luck: Once per hour (of real time), you may re-roll a bad roll twice more and take the best of three (or force an opponent to re-roll a good roll and take the worst of three), or reduce any injury down to 1 point.

Delusion: You firmly believe that, one day, humans and predators will pass away and rabbits will rule the world.

Fear of Fire and Loud Noises: Make a Will roll in the presence of these things or bolt/freeze (whichever is worse!)

Sense of Duty (Warren): Every member of the warren is your family. It's you and them against the rest of the world.

SKILLS

Skills above on the left are those common to most rabbits. Those on the right are the skills that set you apart.

Brawling: Most rabbits are not fighters... but then, most rabbits are not Hoplites!

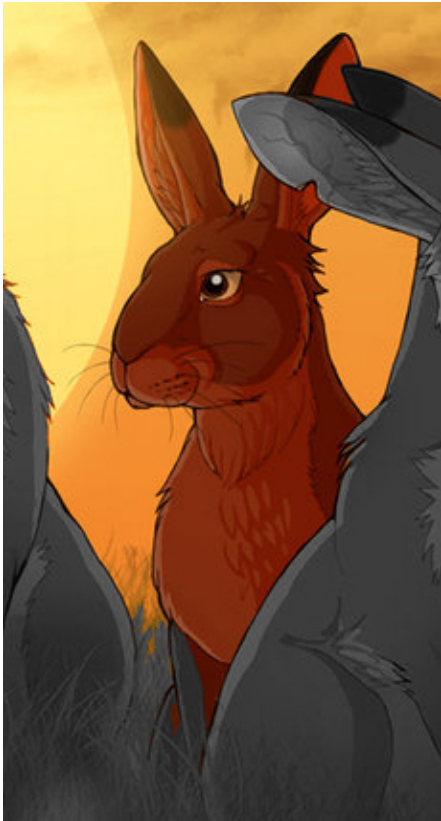
Detect Lies: You sometimes have intuitions about whether someone is lying or not.

Diplomacy: You are are skilled at negotiating, and rarely lose your composure when speaking.

Zoology: Your travels have given you some insight into the behavior and lives of other species.

Clover

Owsla Defender of Great Agility



- ✓ **Combat Reflexes**
- ✓ **Bun Fu**
- ✓ **Hedgewise**
- ✓ **Mechanic**
- ✓ **Storytelling**

Clover

Owsla Defender of Great Agility

ST	13	HP	13
DX	14	Will	12
IQ	12	Per	13
HT	11	FP	11

Damage Resistance

Eyes	Arms
Neck	Hands
Skull	2 Legs
Face	Feet
Torso	Groin

Advantages

Combat Reflexes
Luck



Disadvantages

Fear of Fire and Loud Noises
Overconfidence
Sense of Duty (Warren)

Move: 7 Speed: 6.25 Sw/Thr:
Dodge: 12 Parry: Block:

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	15	2d-1 cut	C	
Claw	15	1d+2 cut	C, 1	
Kick	13	1d+3 cut	C, 1	

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Stone	14	1d+3 cr	2	20	1	1(T)	-2	

Possessions

Skills

Name	Level	Name	Level
Bunny!	11	Bun Fu	15
Acrobatics	15	Hedgewise	12
Climbing	14	Mechanic	14
Digging	13	Storytelling	13
First Aid	12		
Freezing	12		
Jumping	14		
Running	13		
Sleight of Paw	14		
Stealth	13		
Survival	12	LANGUAGES	
Swimming	12	Rabbit/Hare (native)	
Throwing	14	Common Carnivore	
		Cat, Dog	
		Common Herbivore	
		Common Rodent	

Notes

Clover, you are agile and quick, and use those abilities to keep your fellow rabbits safe as a member of the Owsla. Your wit and skill at entertaining with stories have always made you well-loved in the warren.

Two seasons ago, you and your friends became legendary heroes by rescuing a trapped bunny named Rosin. The tales of how you slew a hawk, tricked a colony of mongooses into helping you, and outwitted an angry human have been told and retold ever since (often by yourself), and every bunny in the warren knows you on sight. Since then, you have become the most popular storyteller in the community.

ADVANTAGES/DISADVANTAGES

Combat Reflexes: Numerous scuffles and close-calls have given you battle experience and heightened reflexes.

Luck: Once per hour (of real time), you may re-roll a bad roll twice more and take the best of three (or force an opponent to re-roll a good roll and take the worst of three); or, reduce the damage of a single attack to 1 point.

Fear of Fire and Loud Noises: Make a Will roll in the presence of these things or bolt/freeze (whichever is worse!)

Overconfidence: You are supremely confident in your own abilities, and sometimes act rashly because of it.

Sense of Duty (Warren): Every member of the warren is your family. It's you and them against the rest of the world.

SKILLS

Skills above on the left are those common to most rabbits. Those on the right are the skills that set you apart.

Bun Fu: As a warrior, you have trained extensively to deal the most damage you can in combat.

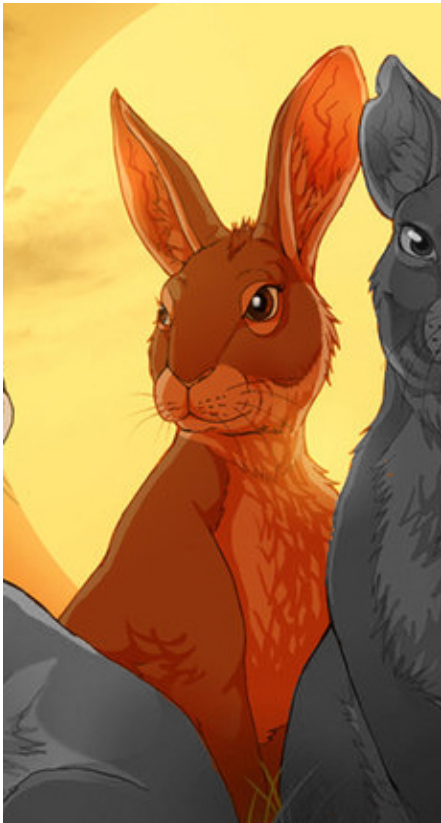
Hedgewise: You are at home among "shady" creatures, and speak their language.

Mechanic: If a rabbit Engineer explains an idea to you, you are sometimes able to figure out how to put it into action.

Storytelling: All rabbits love a good tale, and good storytellers are in great demand.

Lightning

Hoplite Scout of Great Speed



- ✓ **Fast**
- ✓ **Brawling**
- ✓ **Fast-Talk**
- ✓ **Mimicry**
- ✓ **Tracking**

Lightning

Hoplite Scout of Great Speed

ST	12	HP	12
DX	13	Will	11
IQ	11	Per	12
HT	12	FP	12

Damage Resistance	
Eyes	Arms
Neck	Hands
Skull	2 Legs
Face	Feet
Torso	Groin

Advantages

Fast
Luck



Disadvantages

Curious
Fear of Fire and Loud Noises
Sense of Duty (Warren)

Move: 8	Speed: 7	Sw/Thr:
Dodge: 12	Parry: 11	Block:

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	14	1d+2 cut	C	
Claw	14	1d cut	C, 1	
Kick	12	1d+1 cut	C, 1	

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Stone	13	1d+2 cr	2	20	1	1(T)	-2	

Possessions

Skills

Name	Level	Name	Level
Bunny!	11	Brawling	14
Acrobatics	12	Fast-Talk	12
Climbing	12	Mimicry	13
Digging	11	Tracking	14
First Aid	12		
Freezing	13		
Jumping	13		
Running	14		
Sleight of Paw	11		
Stealth	12	LANGUAGES	
Survival	12	Rabbit/Hare (native)	
Swimming	12	Common Avian	
Throwing	13	Duck/Goose	
		Common Carnivore	
		Badger, Cat, Dog	
		Common Rodent	

Notes

Lightning, you are the fastest rabbit in the warren, and use your speed to great advantage when out on scouting patrols. As a Hoplite, you often travel on distant missions for the Rabbit Queen (Wrinklebrow), and are trained to defend yourself and the warren.

Two seasons ago, you and your friends became legendary heroes by rescuing a trapped bunny named Rosin. The tales of how you slew a hawk, tricked a colony of mongooses into helping you, and outwitted an angry human have been told and retold ever since, and every bunny in the warren knows you on sight. Since then, you have risen in the Hoplite ranks and become a well-respected officer.

ADVANTAGES/DISADVANTAGES

Fast: You run like the wind! Move 8 instead of 6.

Luck: Once per hour (of real time), you may re-roll a bad roll twice more and take the best of three (or force an opponent to re-roll a good roll and take the worst of three); or, reduce the damage of a single attack to 1 point.

Curious: You find it extremely difficult to ignore anything unfamiliar or mysterious.

Fear of Fire and Loud Noises: Make a Will roll in the presence of these things or bolt/freeze (whichever is worse!)

Sense of Duty (Warren): Every member of the warren is your family. It's you and them against the rest of the world.

SKILLS

Skills above on the left are those common to most rabbits. Those on the right are the skills that set you apart.

Brawling: Most rabbits are not fighters... but then, most rabbits are not Hoplites!

Fast-Talk: You are adept at talking others into seeing things your way.

Mimicry: You are able to imitate the *sounds* other animals make (though not an individual's speech).

Tracking: You are sometimes able to follow creatures by the trail they leave behind.

Oakroot

Owsla Defender of Great Strength



- ✓ **Combat Reflexes**
- ✓ **Bun Fu**
- ✓ **Intimidation**
- ✓ **Tracking**
- ✓ **Zoology**

Oakroot "Hawkslayer" Owsla Defender of Great Strength

ST	14	HP	14	Damage Resistance	
DX	12	Will	12		
IQ	9	Per	12		
HT	11	FP	11		
		Eyes	1	Arms	1
		Neck	1	Hands	1
		Skull	3/4	Legs	1
		Face	1	Feet	1
		Torso	1	Groin	1

Advantages		Disadvantages
Combat Reflexes		Fear of Fire
Luck		Intolerance (Non-rabbits) Sense of Duty (Warren)

Move: 6	Speed: 5.75	Sw/Thr:
Dodge: 11	Parry:	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Bite	14	2d cut	C	
Butting	14	1d cr*	6	
Claw	14	1d+3 cut	C, 1	
Kick	12	2d-1 cut	C, 1	

Ranged Weapons/Attacks							
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk Rcl
Stone	12	2d-1 cr	2	20	1	1(T)	-2

Possessions	
Hawk helmet (+1 DR to Skull)	* +1 per hex moved, but damages both fighters

Skills			
Name	Level	Name	Level
Bunny!	11	Bun Fu	14
Acrobatics	11	Intimidation	14
Climbing	10	Tracking	13
Digging	13	Zoology	12
First Aid	13		
Freezing	11		
Jumping	12		
Running	12		
Sleight of Paw	10		
Stealth	12		
Survival	12		
Swimming	12	LANGUAGES	
Throwing	12	Rabbit/Hare (native)	
		Common Carnivore	
		Badger, Cat, Dog	
		Common Rodent	

Notes

Oakroot, you are the strongest rabbit in the warren. As an Owsla, you use your might to keep all your fellow rabbits safe, even though you were not born here. Long ago, after your home warren was destroyed by fire, you wandered alone until Queen Wrinklebrow gave you a place here to call home. You are fiercely loyal to the home warren, and to the queen.

Two seasons ago, you and your friends became legendary heroes by rescuing a trapped bunny named Rosin. The tales of how you slew a hawk, tricked a colony of mongooses into helping you, and outwitted an angry human have been told and retold ever since, and every bunny in the warren knows you on sight. Since then, you have risen in the Owsla ranks and become a well-respected officer.

ADVANTAGES/DISADVANTAGES

Combat Reflexes: Numerous scuffles and close-calls have given you battle experience and heightened reflexes.

Luck: Once per hour (of real time), you may re-roll a bad roll twice more and take the best of three (or force an opponent to re-roll a good roll and take the worst of three); or, reduce the damage of a single attack to 1 point.

Fear of Fire: Must make a Will roll in the presence of fire or bolt/freeze (whichever is worse!) Note that, unlike all other rabbits, you have conquered your fear of Loud Noises.

Intolerance (Non-rabbits): After being on your own for so long, you can barely hide your contempt for all other species besides rabbits (and often don't even try to).

Sense of Duty (Warren): Every member of the warren is your family. It's you and them against the rest of the world.

SKILLS

Skills above on the left are those common to most rabbits. Those on the right are the skills that set you apart.

Bun Fu: As a warrior, you have trained extensively to deal the most damage you can in combat.

Intimidation: Your strength and size allow you to try and intimidate other animals.

Tracking: You are sometimes able to follow creatures by the trail they leave behind.

Zoology: Your travels have given you some insight into the behavior of other species.

Ripper

Owsla Defender of Great Toughness




- ✓ **Fearless**
- ✓ **Bun Fu**
- ✓ **Hedgewise**
- ✓ **Navigation**
- ✓ **Scrounging**

Ripper

Owsla Defender of Great Toughness

ST	12	HP	12	Damage Resistance	
DX	13	Will	12	Eyes	1 Arms 1
IQ	10	Per	12	Neck	1 Hands 1
HT	13	FP	13	Skull	3 Legs 1
				Face	1 Feet 1
				Torso	1 Groin 1

Advantages		Disadvantages
Combat Reflexes Fearless (+2 Fright Checks) Luck		Enemy (One-Eyed Bobcat) Fear of Fire and Loud Noises Sense of Duty (Warren)

Move: 6	Speed: 6.5	Sw/Thr:
Dodge: 11	Parry:	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Bite	14	1d+3 cut	C	
Claw	14	1d+1 cut	C, 1	
Kick	12	1d+2 cut	C, 1	
Ripping*	12	2d-1 cut	C	

Ranged Weapons/Attacks							
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk Rcl
Stone	13	1d+2 cr	2	20	1	1(T)	-2

Possessions	
	* Must be grappling (with Bite), Target uses 1/2 Dodge

Skills			
Name	Level	Name	Level
Bunny!	11	Bun Fu	14
Acrobatics	12	Hedgewise	13
Climbing	12	Navigation	12
Digging	14	Scrounging	14
First Aid	12		
Freezing	13		
Jumping	14		
Running	12		
Sleight of Paw	13		
Stealth	13	LANGUAGES	
Survival	14	Rabbit/Hare (native)	
Swimming	12	Common Avian	
Throwing	13	Common Carnivore	
		Badger, Cat, Dog	
		Common Cold-Blooded	
		Common Rodent	

Notes

Ripper, you have survived more close-calls than any rabbit in the warren, including two snake bites, a near miss by a hawk, and almost being eaten by a bobcat. Your ears are tattered and your face scarred, but you're still here!

As an Owsla, you are charged with keeping the warren (and Queen Wrinklebrow) safe from all threats, both from within and without.

Two seasons ago, you and your friends became legendary heroes by rescuing a trapped bunny named Rosin. The tales of how you slew a hawk, tricked a colony of mongooses into helping you, and outwitted an angry human have been told and retold ever since, and every bunny in the warren knows you on sight. Since then, you have risen in the Owsla ranks and become a well-respected officer.

ADVANTAGES/DISADVANTAGES

Combat Reflexes: Numerous scuffles and close-calls have given you battle experience and heightened reflexes.

Fearless: Your brushes with death have given you courage (what some rabbits call "foolishness"), and you get a +2 bonus to all Fright Checks (so, roll against a 14 instead of a 12, your Will).

Luck: Once per hour (of real time), you may re-roll a bad roll twice more and take the best of three (or force an opponent to re-roll a good roll and take the worst of three); or, reduce the damage of a single attack to 1 point.

Enemy (One-Eyed Bobcat): Last season, he lost an eye, you gained an enemy bent on revenge.

Fear of Fire and Loud Noises: Make a Will roll in the presence of these things or bolt/freeze (whichever is worse!)

Sense of Duty (Warren): Every member of the warren is your family. It's you and them against the rest of the world.

SKILLS

Skills above on the left are those common to most rabbits. Those on the right are the skills that set you apart.

Bun Fu: As a warrior, you have trained extensively to deal the most damage you can in combat.

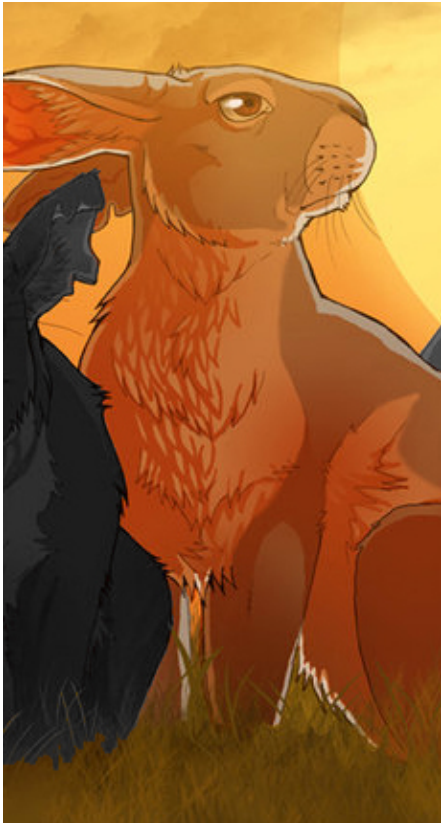
Hedgewise: You are at home among "shady" creatures, and speak their language.

Navigation: You have a great sense of direction, and can sometimes locate distant places by instinct.

Scrounging: Frequent patrols have taught you how to find useful items when you need them.

Sage

Hoplite Herbalist of Great Skill




- ✓ **Common Sense**
- ✓ **Brawling**
- ✓ **Engineer**
- ✓ **Herbalism**
- ✓ **Navigation**

Sage

Hoplite Herbalist of Great Skill

ST	11	HP	11	Damage Resistance Eyes Arms Neck Hands Skull 2 Legs Face Feet Torso Groin
DX	12	Will	14	
IQ	14	Per	13	
HT	10	FP	10	

Advantages		Disadvantages
Common Sense Luck		Addiction (Clover) Fear of Fire and Loud Noises Sense of Duty (Warren)

Move: 6	Speed: 5.5	Sw/Thr:
Dodge: 10	Parry: 11	Block:

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Bite	13	1d+1 cut	C	
Claw	13	1d-1cut	C, 1	
Kick	12	1d cut	C, 1	

Ranged Weapons/Attacks							
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk Rcl
Stone	13	1d cr	2	20	1	1(T)	-2

Possessions
2d packets from the Herb list

Skills			
Name	Level	Name	Level
Bunny!	11	Brawling	13
Acrobatics	12	Engineer	13
Climbing	12	Herbalism	14
Digging	13	Navigation	12
First Aid	15		
Freezing	13		
Jumping	12		
Running	12		
Sleight of Paw	13		
Stealth	12	LANGUAGES	
Survival	13	Rabbit/Hare (native)	
Swimming	13	Common Avian	
Throwing	13	Songbird	
		Common Herbivore	
		Boar, Deer	
		Common Rodent	

Notes

Sage, you are one of the most clever rabbits in the warren, and your keen mind and ability to find and prepare various herbs and roots has been invaluable to the health of your fellow rabbits. As a Hoplite, you often travel on distant missions for the Rabbit Queen (Wrinklebrow), and are trained to defend yourself and the warren.

Two seasons ago, you and your friends became legendary heroes by rescuing a trapped bunny named Rosin. The tales of how you slew a hawk, tricked a colony of mongooses into helping you, and outwitted an angry human have been told and retold ever since, and every bunny in the warren knows you on sight. Since then, you have become the chief Healer of the warren, teaching your skills to others and always seeking knowledge for the benefit of all.

ADVANTAGES/DISADVANTAGES

Common Sense: Because of your wisdom, the GM may caution you if you make an unwise choice.

Luck: Once per hour (of real time), you may re-roll a bad roll twice more and take the best of three (or force an opponent to re-roll a good roll and take the worst of three); or, reduce the damage of a single attack to 1 point.

Addiction (Clover): Though you are not physically addicted to clover, you adore the taste of it so much that you will often choose it over much more nutritious meals, and its mere presence can be distracting/tempting.

Fear of Fire and Loud Noises: Make a Will roll in the presence of these things or bolt/freeze (whichever is worse!)

Sense of Duty (Warren): Every member of the warren is your family. It's you and them against the rest of the world.

SKILLS

Skills above on the left are those common to most rabbits. Those on the right are the skills that set you apart.

Brawling: Most rabbits are not fighters... but then, most rabbits are not Hoplites!

Engineer: If you successfully think of an idea and explain it to a Mechanic, he can sometimes put it into action.

Herbalism: This skill allows you to find and prepare various herbs and roots. At the GM's discretion, a 10-minute search might yield a single dose of something useful.

Navigation: You have a great sense of direction, and can sometimes locate distant places by instinct.

Brighteyes			Lightning			Sage			Clover			Oakroot			Ripper		
Hoplite Diplomat... Wisdom			Hoplite Scout of Great Speed			Hoplite Herbalist of Great Skill			Owsla of Great Agility			Owsla of Great Strength			Owsla of Great Toughness		
ST 11	HP 11		ST 12	HP 12		ST 11	HP 11		ST 13	HP 13		ST 14	HP 14		ST 12	HP 12	
DX 13	Will 12		DX 13	Will 11		DX 12	Will 14		DX 14	Will 12		DX 12	Will 12		DX 13	Will 12	
IQ 13	Per 13		IQ 11	Per 12		IQ 14	Per 13		IQ 12	Per 13		IQ 9	Per 12		IQ 10	Per 12	
HT 11	FP 11		HT 12	FP 12		HT 10	FP 10		HT 11	FP 11		HT 11	FP 11		HT 13	FP 13	
Speed 6	Dodge 10		Speed 7	Dodge 12		Speed 5.5	Dodge 10		Speed 6.7	Dodge 12		Speed 5.7	Dodge 11		Speed 6.5	Dodge 11	
Move 6	Parry 11		Move 8	Parry 11		Move 6	Parry 11		Move 7	Parry 11		Move 6	Parry 11		Move 6	Parry 11	
	Block			Block			Block			Block			Block			Block	
												DR 1 (thick fur), Helmet 1 Skull			DR 1 (thick fur)		
Bite-13, 1d+1 cut, Reach C			Bite-14, 1d+2 cut, Reach C			Bite-13, 1d+1 cut, Reach C			Bite-15, 2d-1 cut, Reach C			Bite-14, 2d cut, Reach C			Bite-14, 1d+3 cut, Reach C		
Claw-13, 1d-1 cut, Reach C,1			Claw-14, 1d cut, Reach C,1			Claw-13, 1d-1 cut, Reach C,1			Claw-15, 1d+2 cut, Reach C,1			Butting-14, 1d cr*, Reach 6			Claw-14, 1d+1 cut, Reach C,1		
Kick-12, 1d cut, Reach C, 1			Kick-12, 1d+1 cut, Reach C, 1			Kick-12, 1d cut, Reach C, 1			Kick-13, 1d+3 cut, Reach C, 1			Claw-14, 1d+3 cut, Reach C,1			Kick-12, 1d+2 cut, Reach C, 1		
												Kick-12, 2d-1 cut, Reach C, 1			Ripping-12*, 2d-1 cut, Reach C		
												* +1 per hex moved, damages both fighters			* Must be grappling (bite)		
															Target uses 1/2 Dodge		
Stone-13, 1d cr, Acc 2, Range 20			Stone-13, 1d+2 cr, Acc 2, Rng 20			Stone-13, 1d cr, Acc 2, Range 20			Stone-14, 1d+3 cr, Acc 2, Rng 20			Stone-12, 2d-1 cr, Acc 2, Rng 20			Stone-13, 1d+2 cr, Acc 2, Rng 20		
Empathic			Fast			Common Sense			Combat Reflexes			Combat Reflexes			Combat Reflexes		
Luck			Luck			Luck			Luck			Luck			Luck		
Delusion (rabbit-kind will one day rule over humans)			Curious			Addiction (Clover)			Fear of Fire and Loud Noises			Fear of Fire			Enemy (One-Eyed Bobcat)		
Fear of Fire and Loud Noises			Fear of Fire and Loud Noises			Fear of Fire and Loud Noises			Overconfidence			Intolerance (non-rabbits)			Fear of Fire and Loud Noises		
Sense of Duty (Warren)			Sense of Duty (Warren)			Sense of Duty (Warren)			Sense of Duty (Warren)			Sense of Duty (Warren)			Sense of Duty (Warren)		
Bunny!	11		Bunny!	11		Bunny!	11		Bunny!	11		Bunny!	11		Bunny!	11	
Acrobatics	12		Acrobatics	12		Acrobatics	12		Acrobatics	15		Acrobatics	11		Acrobatics	12	
Brawling	14		Brawling	14		Brawling	13		Bun Fu	15		Bun Fu	14		Bun Fu	14	
Climbing	11		Climbing	12		Climbing	12		Climbing	14		Climbing	10		Climbing	12	
Detect Lies	13		Digging	11		Digging	13		Digging	13		Digging	13		Digging	14	
Digging	13		First Aid	12		Engineer	13		First Aid	12		First Aid	13		First Aid	12	
Diplomacy	14		Freezing	13		Herbalism	14		Freezing	12		Freezing	11		Freezing	13	
First Aid	14		Jumping	13		First Aid	15		Hedgewise	12		Intimidation	14		Hedgewise	13	
Freezing	12		Fast-Talk	12		Freezing	13		Jumping	14		Jumping	12		Jumping	14	
Jumping	14		Running	14		Navigation	12		Mechanic	14		Running	12		Navigation	12	
Running	12		Mimicry	13		Jumping	12		Running	13		Sleight of Paw	10		Running	12	
Sleight of Paw	10		Sleight of Paw	11		Running	12		Sleight of Paw	14		Stealth	12		Scrounging	13	
Stealth	13		Stealth	12		Sleight of Paw	13		Stealth	13		Survival	12		Sleight of Paw	13	
Survival	12		Survival	12		Stealth	12		Storytelling	13		Swimming	12		Stealth	13	
Swimming	12		Swimming	12		Survival	13		Survival	12		Throwing	13		Survival	14	
Throwing	13		Throwing	13		Swimming	13		Swimming	12		Tracking	13		Swimming	12	
Zoology	14		Tracking	14		Throwing	13		Throwing	14		Zoology	12		Throwing	13	

How Many?

Arrow Root	Poison antidote and +4 to HT resist rolls for 1 hour	_____
Brightroot	All senses +2 for 1 hour	_____
Dodgeweed	+1 Dodge for 1 minute	_____
Foxglove Pollen	Target (and tracks) smell like a fox for 1 hour	_____
Redberry	Heals 1d+3 damage and fatigue	_____
Creeping Vine	Roll vs. HT or be at -4 ST for 1 hour	_____
Purpleberry	Roll vs. HT or all senses -4 for 1 hour	_____
Slumberleaf	Roll vs. HT+2 or sleep for 1 minute	_____
Snuffball	Roll vs. HT or Sneeze for 1 minute (Dodge -2, ½ Move)	_____

How Many?

Arrow Root	Poison antidote and +4 to HT resist rolls for 1 hour	_____
Brightroot	All senses +2 for 1 hour	_____
Dodgeweed	+1 Dodge for 1 minute	_____
Foxglove Pollen	Target (and tracks) smell like a fox for 1 hour	_____
Redberry	Heals 1d+3 damage and fatigue	_____
Creeping Vine	Roll vs. HT or be at -4 ST for 1 hour	_____
Purpleberry	Roll vs. HT or all senses -4 for 1 hour	_____
Slumberleaf	Roll vs. HT+2 or sleep for 1 minute	_____
Snuffball	Roll vs. HT or Sneeze for 1 minute (Dodge -2, ½ Move)	_____

ROLLING DICE

A roll of **3** or **4** is always a critical success, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+. A roll of **18** is always a critical failure, as is a **17** if your effective skill is 15 or less.

Whenever attempting to use a *Skill* or to *Dodge*, roll 3d6 against the target number the GM provides. A roll equal to or less than that number succeeds!

MANEUVERS

AIM (1 Hex): aim a Ranged weapon/attack to get its **Acc** bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (½ Move): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but **NO DEFENSE!**

ALL-OUT DEFENSE (1 Hex): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1 Hex): attack a target within range

CHANGE POSTURE (1 Hex): switch between standing or lying prone

CONCENTRATE (1 Hex): focus on a mental task

DO NOTHING (0): take no action

EVALUATE (1 Hex): study a foe prior to an Attack or Feint for a +1 bonus per turn spent Evaluating (max. of +3)

FEINT (1 Hex): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX (whichever is highest)

MOVE AND ATTACK (Full Move): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (Full Move): do nothing but move

READY (1 Hex): prepare a weapon or other item

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to Dodge/Parry for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's Dodge

Rapid Strike: Make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single Dodge/Parry roll (except when All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

MANEUVERS

AIM (1 Hex): aim a Ranged weapon/attack to get its Accuracy bonus (plus additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (1/2 Move): +4 to hit, *or* two attacks on same target, *or* +2 damage – but *NO DEFENSE!*

ALL-OUT DEFENSE (1 Hex): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1 Hex): attack a target within range

CHANGE POSTURE (0 Move): switch between standing or lying prone

CONCENTRATE (1 Hex): focus on a mental task

DO NOTHING (0 Move): take no action

EVALUATE (1 Hex): study a foe prior to an Attack or Feint for a +1 bonus per turn spent Evaluating (max. of +3)

FEINT (1 Hex): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX (whichever is highest)

MOVE AND ATTACK (Full Move): move and still attack at a penalty -- for Ranged, the worse of -2 or Bulk; for Melee, -4 (*max* skill of 9!)

MOVE (Full Move): do nothing but move

READY (1 Hex): prepare a weapon or other item

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal

HIT LOCATIONS

-9	Eyes	Wounding modifier is Cut x2, Imp x4. Knockdown rolls at -10. Dmg >HP/10 blinds the eye.
-5	Neck	Crushing x1.5, Cutting x2.
-7/-5	Skull	Wounding modifier is x4, Knockdown rolls at -10.
-5/-7	Face	Knockdown rolls at -5.
0	Torso	Default location, no modifiers.
-3	Groin	Knockdown rolls at -5, double shock penalty (-8 maximum).
		<i>Above, a Miss by 1 hits the Torso</i>
-2	Arms/Legs	Impaling x1. Injury > HP/2 cripples limb (excess damage lost).
-4	Paws	Impaling x1. Injury > HP/3 cripples limb (excess damage lost).

ST-BASED DAMAGE

	<i>thrust</i>	<i>swing</i>
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d

CRITICAL HITS

3	Triple damage.
4-5	Double damage.
6	Maximum normal damage.
7-8	Major wound if damage inflicted.
9-12	Double shock penalty. (-8 max.)
13-14	Major wound if damage inflicted.
15	Maximum normal damage.
16-17	Double damage.
18	Triple damage.

CRITICAL MISSES

3	Stunned for 1d-3 turns.
4-5	Arm crippled for 1d turns.
6	Hit yourself for normal damage.
7-8	Hit yourself for half damage.
9-12	Lose one turn to Ready.
13-14	Hit yourself for half damage.
15	Hit yourself for normal damage.
16-17	Arm crippled for 1d turns.
18	Stunned for 1d-3 turns.

FRIGHT CHECKS

	<i>(margin of failure +3d)</i>
4-6	Stunned 1 turn, -1 Sanity
7-9	Stunned 1d turns, -1 Sanity
10-12	Stunned 1d turns, -1d Sanity
13-15	Stunned 1d+1 turns, -1d Sanity
16-18	Stunned 1d+2 turns, -2d Sanity
19-21	Stunned 1d+2 turns, -2d Sanity
22-24	Stunned 2d turns, -3d Sanity
25+	Faint for 2d turns, -4d Sanity

LOST HIT POINTS

- < **HP/3**: Half Move/Dodge (round up).
0 HP or less: Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero, or fall unconscious.
-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.
-5xHP: You die immediately.

LOST FATIGUE POINTS

- < **FP/3**: Half Move, Dodge, ST (no effect on HP or damage; round up).
0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing, or fall unconscious. 1 HP injury for each FP lost.
-1xFP: You fall unconscious immediately. Regain 1 FP/10 minutes.

WOUNDING MODIFIERS

- x0.5**: Small Piercing (pi-)
x1: Crushing (cr), Piercing (pi)
x1.5: Cutting (cut), Large Piercing (pi+)
x2: Impaling (imp), Huge Piercing (pi++)

INJURY

- Major Wound**: Single injury of > HP/2, or a crippling wound. Roll HT to avoid:
Knockdown and Stunning: A Major Wound or damage to the head or vitals. Roll HT to avoid being stunned, falling, and dropping anything in hand.
-5 Major Wound to face, vitals, groin
-10 Major Wound to skull or eye
+3 High Pain Threshold; -4 Low Pain
Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.
Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. Incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour. **Failure**, you die. **Success**, roll again in a half hour. **Critical Success**, no longer mortally wounded (but still incapacitated).
Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost. **Failure**, lose 1 HP (3 HP on **Critical Failure**). **Critical Success**, bleeding stops. Three consecutive **Successes**, bleeding stops.

LANGUAGES

Common Rabbit

Lapine: Rabbit, hare, cottontail.

Common Rodent

Castorine: Beaver, muskrat, porcupine.

Murine: Rat, mouse, packrat.

Sciurine: Squirrel, chipmunk.

Common Herbivore

Bovine: Cow, deer, goat, sheep, moose.

Equine: Horse, donkey, mule.

Suine: Pig, wild boar.

Common InsectivoreB

Didelphine: Mole, opossum, shrew.

Common Carnivore

Canine: Dog, fox, wolf, coyote.

Feline: House cat, bobcat, lynx, cougar.

Musteline: Weasel, badger, skunk.

Ursine: Bear, raccoon.

Common Avian

Accipitrine: Eagle, hawk, owl, falcon, vulture.

Anatine: Duck, goose, heron, gull.

Galline; Chicken, turkey, quail, pheasant.

Passerine: Crow, raven, jay, robin, sparrow.

Common Cold-blooded

Amphibine: Frog, toad, salamander, newt.

Piscine: Fish.

Reptiline: Snake, lizard, turtle, alligator.

ATTACK/DEFENSE OPTIONS

Deceptive Attack	Target suffers a -1 to Dodge/Parry for every -2 you take to your attacking skill (<i>minimum</i> of 10)
Telegraphic Attack	+4 to hit (Melee only), but also +2 to target's active defenses
Rapid Strike	Make two attacks, both at -6, to replace one normal Melee attack. Can target separate foes
Flurry of Blows*	Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP <i>per</i> attack), OR...
Mighty Blow*	Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses
Feverish Defense*	Spend 1 FP for +2 to a single Dodge/Parry roll (except when All-Out Attacking)
Retreat	<i>Once</i> during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or +1 to Parry
Dodge and Drop	<i>Once</i> during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure causes an *additional* 1 HP of injury to arm or leg, no DR

HERBS

Arrow Root	Poison antidote and +4 to HT rolls for 1 hour
Brightroot	All senses +2 for 1 hour
Dodgeweed	+1 Dodge for 1 minute
Foxglove Pollen	Target (and tracks) smell like a fox for 1 hour
Redberry	Heals 1d+3 damage and fatigue

Creeping Vine	Roll vs. HT or be at -4 ST for 1 hour
Purpleberry	Roll vs. HT or all senses -4 for 1 hour
Slumberleaf	Roll vs. HT+2 or sleep for 1 minute
Snuffball	Roll vs. HT or Sneeze for 1 minute (Dodge -2, ½ Move)

RANGE

0	Point-Blank
-2	Close
-4	Far
-6	Very Far
-8	Extreme

ASSISTING

One or more characters can assist the acting character and give a skill bonus by rolling against a complementary skill:

+2	Critical Success
+1	Success
-1	Failure
-2	Critical Failure



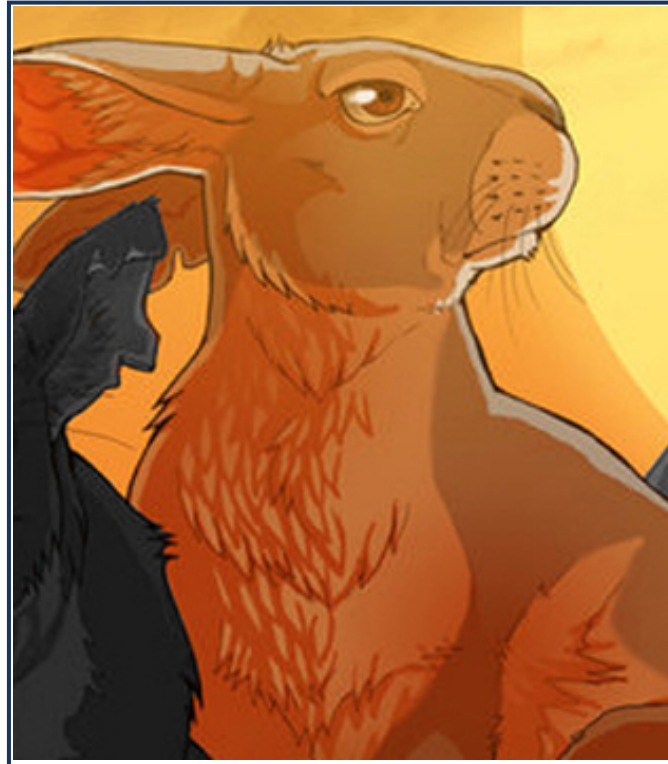
Oakroot



Clover



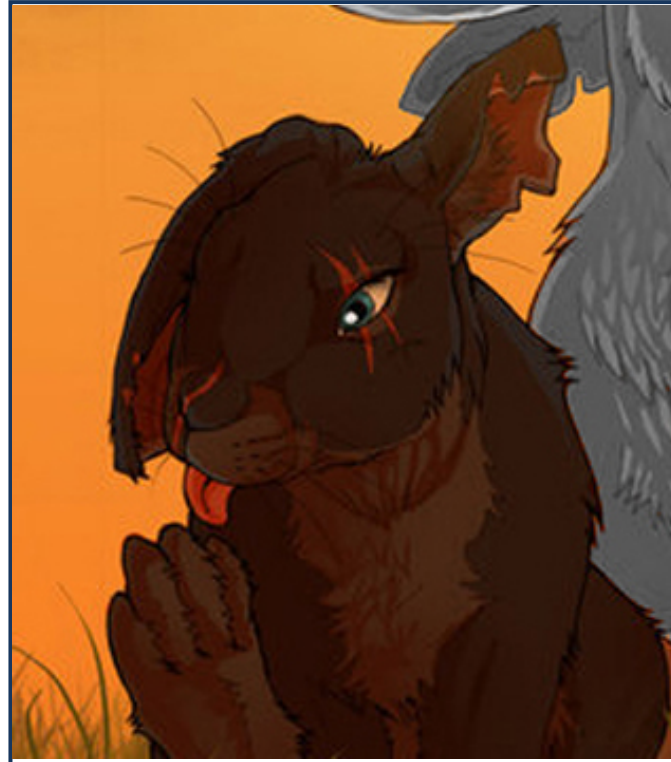
Brighteyes



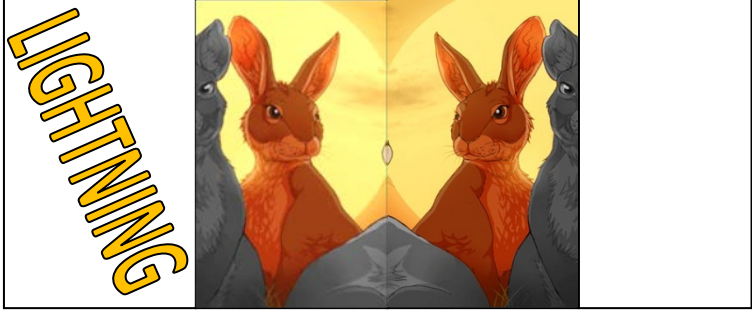
Sage



Lightning



Ripper



RIPPER



SAGE

