

Lightning

Oakroot

Brighteyes

Sage

Clover

Ripper



Name: **Brighteyes**

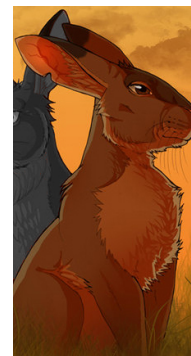
Description: **Hoplite diplomat of great wisdom**

ST	11	HP	11	See	13	Move 6
DX	13	Will	12	Smell	13	
IQ	13	Hear	14	Taste	11	Dodge 11
HT	11	FP	11	Touch	12	

Attacks			
Type	Skill	Damage	Reach
Bite	13	1d+1 cut	C
Claw	13	1d-2 cut	C,1
Kick	12	1d cut	C,1

Advantages	Disadvantages
Empathic	Fear of Fire
Luck	Fear of Loud Noises
Peripheral Vision	Sense of Duty (Warren)

Skills			
Name	Level	Name	Level
Bunny!	11	Brawling	14
Acrobatics	12	Detect Lies	13
Climbing	11	Diplomacy	15
Digging	10	Storytelling	14
First Aid	14	Zoology	14
Freezing	12		
Jumping	11	All Common Languages	
Running	12	Canine	
Sleight of Paw	10	Feline	
Stealth	13	Musteline	
Survival	12	Accipitrine	
Swimming	12	Reptiline	
Zig-Zag	13		



Name: **Ripper**

Description: **Hoplite skirmisher of great toughness**

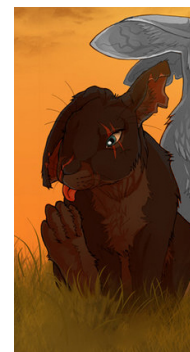
ST	12	HP	12	See	12	Move 7
DX	13	Will	12	Smell	14	
IQ	10	Hear	11	Taste	11	Dodge 12
HT	13	FP	12	Touch	11	

Attacks			
Type	Skill	Damage	Reach
Bite	14	1d+2 cut	C
Claw	14	1d-2 cut/cr	C,1
Kick	12	1d cut/cr	C,1
Ripping	12	1d+2 cut	C*

* Only if grappling.
Target uses 1/2 Dodge

Advantages	Disadvantages
Fearless (+2 Fright Checks)	Fear of Fire
Luck	Fear of Loud Noises
Peripheral Vision	Sense of Duty (Warren)

Skills			
Name	Level	Name	Level
Bunny!	11	Brawling	14
Acrobatics	12	Scrounging	13
Climbing	12	Navigation	12
Digging	14	Mechanic	13
First Aid	12	Traps	15
Freezing	14		
Jumping	14	Common Lagomorph	
Running	12	Lapine	
Sleight of Paw	13	Common Carnivore	
Stealth	13	Canine	
Survival	14	Feline	
Swimming	12	Musteline	
Zig-Zag	14		



Name: Lightning

Description: Owsla defender of great speed

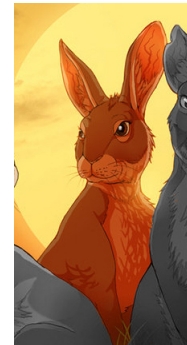
ST	13	HP	13	See	13	Move	8
DX	12	Will	12	Smell	12		
IQ	11	Hear	12	Taste	12	Dodge	11
HT	12	FP	12	Touch	11		

Attacks			
Type	Skill	Damage	Reach
Bite	14	2d cut	C
Butting	14	1d+2 cr*	8
Claw	14	1d cut	C,1
Kick	12	1d+2 cut	C,1

* +1 per hex moved, max. +4
Damage done to both fighters

Advantages	Disadvantages
Fast (+2 to Move)	Fear of Fire
Luck	Fear of Loud Noises
Peripheral Vision	Sense of Duty (Warren)

Name	Level	Name	Level
Bunny!	11	Bun Fu	14
Acrobatics	12	Engineer	12
Climbing	12	Scrounging	13
Digging	11	Tracking	12
First Aid	12		
Freezing	13		
Jumping	13	Common Lagomorph	
Running	14	Lapine	
Sleight of Paw	11	Common Carnivore	
Stealth	12	Common Ungulate	
Survival	12	Suine	
Swimming	12		
Zig-Zag	14		



Name: Clover

Description: Owsla defender of great agility

ST	13	HP	13	See	13	Move	7
DX	14	Will	12	Smell	12		
IQ	12	Hear	13	Taste	14	Dodge	12
HT	10	FP	10	Touch	12		

Attacks			
Type	Skill	Damage	Reach
Bite	15	2d+1 cut	C
Claw	15	1d+1 cut	C,1
Kick	13	1d+3 cut	C,1

Advantages	Disadvantages
Combat Reflexes	Fear of Fire
Luck	Fear of Loud Noises
Peripheral Vision	Sense of Duty (Warren)

Name	Level	Name	Level
Bunny!	11	Bun Fu	15
Acrobatics	15	Fast-Talk	13
Climbing	14	Hedgewise	13
Digging	13	Mechanic	13
First Aid	12	Traps	13
Freezing	12		
Jumping	14	Common Lagomorph	
Running	12	Lapine	
Sleight of Paw	14	Common Carnivore	
Stealth	13	Common Avian	
Survival	12	Galline	
Swimming	12		
Zig-Zag	15		



Name: Oakroot

Description: Owsla defender of great strength

ST	14	HP	14	See	12	Move	6
DX	12	Will	12	Smell	12		
IQ	9	Hear	12	Taste	10	Dodge	11
HT	11	FP	11	Touch	10		

Attacks			
Type	Skill	Damage	Reach
Bite	14	2d+1 cut	C
Butting	14	1d+2 cr*	6
Claw	14	1d cut	C,1
Kick	12	1d+2 cut	C,1

* +1 per hex moved, max. +4
Damage done to both fighters

Advantages	Disadvantages
Combat Reflexes	Fear of Fire
Luck	Sense of Duty (Warren)
Peripheral Vision	

Skills			
Name	Level	Name	Level
Bunny!	11	Bun Fu	14
Acrobatics	10	Storytelling	13
Climbing	10	Tracking	12
Digging	12	Zoology	14
First Aid	14		
Freezing	11	Common Lagomorph	
Jumping	11	Lapine	
Running	12	Common Carnivore	
Sleight of Paw	10	Feline	
Stealth	12		
Survival	12		
Swimming	12		
Zig-Zag	13		



Name: Sage

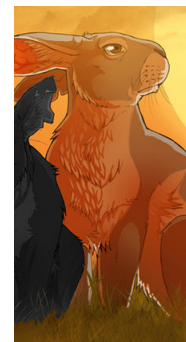
Description: Hoplite healer of great skill

ST	11	HP	11	See	13	Move	6
DX	12	Will	14	Smell	12		
IQ	14	Hear	13	Taste	14	Dodge	11
HT	10	FP	10	Touch	12		

Attacks			
Type	Skill	Damage	Reach
Bite	13	1d+1 cut	C
Claw	13	1d-2 cut	C,1
Kick	11	1d cut	C,1

Advantages	Disadvantages
Luck	Fear of Fire
Peripheral Vision	Fear of Loud Noises
	Sense of Duty (Warren)

Skills			
Name	Level	Name	Level
Bunny!	11	Brawling	13
Acrobatics	12	Engineer	13
Climbing	12	Herbary	15
Digging	13	Scrounging	14
First Aid	16	Tracking	12
Freezing	14		
Jumping	12	Common Lagomorph	
Running	13	Lapine	
Sleight of Paw	14	Common Carnivore	
Stealth	12	Canine	
Survival	14	Common Avian	
Swimming	13	Passerine	
Zig-Zag	15		



HERBS

Arrow Root: Poison antidote and immunity for 1 hour

Brightroot: All senses +2 for 1 hour

Creeping Vine: Roll vs. HT or -4 ST for 1 hour

Dodgeweed: +1 Dodge for 15 minutes

Foxglove Pollen: Makes target (and its tracks) smell like a fox for 1 hour

Purpleberry: Roll vs. HT or all senses -5 for 1 hour

Redberry: Heals 1d damage or 2d fatigue

Slumberleaf: Roll vs. HT+2 or sleep for 5 minutes

Snuffball: Roll vs. HT or Sneeze for 1 minute (Dodge -4, Move 1 hex)

Choose 2d of the above as starting herbs

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Brightroot: All senses +2 for 1 hour

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Purpleberry: Roll vs. HT or all senses -5 for 1 hour

Redberry: Heals 1d damage or 2d fatigue

Slumberleaf: Roll vs. HT+2 or sleep for 5 minutes

Snuffball: Roll vs. HT or Sneeze for 1 minute (Dodge -4, Move 1 hex)

Choose 2d of the above as starting herbs



RIPPER



SAGE



MANEUVERS

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 Dodge until your next turn, but cannot attack

ATTACK (1 Hex): attack a target within your reach

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 -4 penalty, with a *maximum* skill of 9!

MOVE (Full Move): do nothing but move

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 for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit, but also +2 to target's Dodge

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

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

Retreat: *once* during your turn, move 1 hex away from a melee attacker for a +3 to Dodge

* A critical failure on these rolls causes an *additional* 1 HP of injury

HIT LOCATIONS

-9	Eyes	Wounding modifier is x4, Knockdown rolls at -10. Injury > 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 Lagomorph

Lapine: Rabbit, hare, cottontail.

Common Rodent

Castorine: Beaver, muskrat, porcupine.

Murine: Rat, mouse, packrat.

Sciurine: Squirrel, chipmunk.

Common Ungulate

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

Equine: Horse, donkey, mule.

Suine: Pig, wild boar.

Common Insectivore

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; MA4 Snake, lizard, turtle, alligator.

HERBS

Arrow Root: Poison antidote and immunity for 1 hour

Brightroot: All senses +2 for 1 hour

Creeping Vine: Roll vs. HT or -4 ST for 1 hour

Dodgeweed: +1 Dodge for 15 minutes

Foxglove Pollen: Makes target (and its tracks) smell like a fox for 1 hour

Purpleberry: Roll vs. HT or all senses -5 for 1 hour

Redberry: Heals 1d damage or 2d fatigue

Slumberleaf: Roll vs. HT+2 or sleep for 5 minutes

Snuffball: Roll vs. HT or Sneeze for 1 minute (Dodge -4, Move 1 hex)

BUNNIES CAN...

...hold and push on a lever.

...turn a crank (or faucet, doorknob, etc).

...throw a rock or herb

...drag a crowbar to where it is needed.

...tie a simple knot (with great effort, and using their teeth).

...pour water from a cup (it wuld easily spill, though - careful!).

...scratch a symbol in the dirt with a stick.

...blow a whistle.

...pull a cord or rope.

BUNNIES CANNOT...

...duplicate handwriting accurately.

...wield a sword well.

...operate a blowtorch.

...use an electric drill with any accuracy (though it might be amusing to try).

...lasso a fox.

...pedal a bicycle.

...drive a car.

...put on and take off a pierced-ear earring.

...operate an upright vacuum cleaner.

...paint a lead miniature figure.