

# ◆ The Bunnies' Tale ◆

## *A Quick-Play GURPS Adventure for a GM and up to 5 Players*

Life has been good in the warren for what seems forever, with little sickness, few predators, and plentiful food. Scores of rabbit bucks and does thrive here, almost too many to remember, and healthy litters are plentiful.

Yesterday morning, as the sun began to rise and the air to warm, you crept into your sleeping hole as you had a hundred times before, belly full and eyes heavy. Even a thunderous mid-day storm didn't rouse you beyond opening a single eye.

But then came the flood, a violent deluge that set upon the warren, raging through every tunnel, every chamber. You remember being swept away, thrashing, gasping for air... and then only blackness.

When you open your eyes, it is nighttime. You are cold and bruised, and find yourself in a completely unfamiliar clearing, part of a small group of rabbits: **Brighteyes**, a wise *Hoplite* diplomat, and his mighty *Sentinel* bodyguard, **Deeproot**; the *Hoplite* healer and herbalist, **Sage**; and the two best friends: **Lightning**, a *Hoplite* scout, and **Ripper**, a *Sentinel* skirmisher.

Could the warren have survived?

Can you find your way back to it?

Will you all survive such a dangerous journey?

---

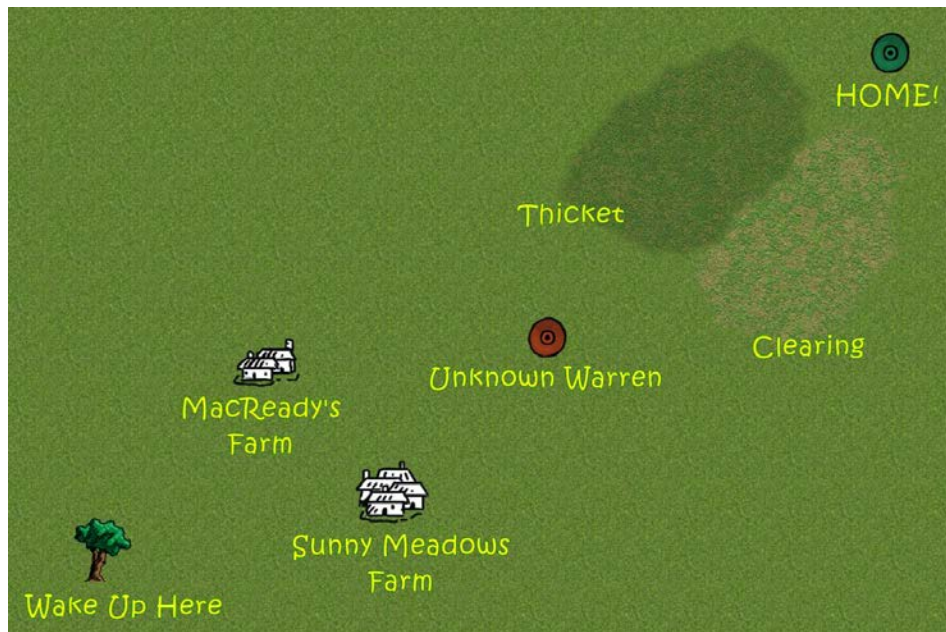
*The Bunnies' Tale* is the second Quick-Play adventure inspired by the format of the delightful [Lady Blackbird](#) (which I can't recommend enough). Unlike that fine product, though, *The Bunnies' Tale* is **not** a stand-alone game. It assumes the GM is using the GURPS 4th Edition rules -- either the [Basic Set](#) or [GURPS Lite](#) (available for free!) -- to run things.

If this is not yet the case, here are some helpful resources:

- [How to Be a GURPS GM](#) (published PDF)
- "[New to GURPS](#)" and "[Quick-Start Character Creation](#)" (blog series)
- [Combat Examples](#) (online)
- [Race for The Dutchman](#) (Old West. The first in this series of Quick-Play adventures)

*GURPS* is a trademark of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. This game aid is the original creation of Warren "Mook" Wilson and is released for free distribution, and not for resale, under the permissions granted in the [Steve Jackson Games Online Policy](#).

# ◆ The Warren & Environs ◆



## The Warren

Home of the PCs, and the place they are struggling to get back to... if it survived the flood that swept them all away. The *Hoplites* patrol for danger away from the warren, the *Sentinels* remain ever-vigilant for threats at the warren itself.

## MacReady's Farm

A small family farm run by MacReady, his wife, and their two young daughters. They will attempt to capture as "pets" any rabbits they see, locking them in a large hutch in the cow barn. Has a small farmhouse, a cow barn, a horse barn, chicken coops, and a silo. A slow, fat cat named Precious keeps the vermin in check.

## Sunny Meadows Farm

An industrialized vegetable farm worked during the day by a dozen farmers and farmhands under Mr. Finley. They will usually try to shoo rabbits away, but some may throw rocks or even shoot with their

varmint rifles. No livestock here, just a few company buildings and huge barns for crop storage. A nasty dog named Rex is tethered to his dog house by an old, rusty, 30' chain.

## Thicket

A large, densely overgrown area. The visibility here is limited due to the thick undergrowth, and even the sun is somewhat dimmed by the tangled canopy overhead. Any number of threats could be lurking here!

## Clearing

Skirting around this large clearing could add many hours to the rabbits' trek -- more hours of weariness and hunger and thirst -- but attempting to cross it in the open could very well draw the attention of predators.

## Unknown Warren

A small warren of unfamiliar rabbits. They may be helpful, xenophobic, apathetic -- should the PCs avoid, fight, ask for help, or... ?

# ◆ Running the Game ◆

Quick-Play adventures like *The Bunnies' Tale* provide a loose collection of characters, places, and events good for one or a few games, either as a temporary break from a group's usual fare, or as an introduction to the wonderful world of GURPS.

The GM is expected to add his own bits of flesh and blood to the skeleton as needed, always keeping an eye out for opportunities to bring Encounters & Obstacles (below) into play, or move the story forward to more interesting scenes. Re-playability should be high, since many of the details and the narrative itself will be different every time based on the choices the group makes.

So, let the players build their own epic rabbit tale, filling in story points and ideas as they go. Ask them lots of questions to spur their creativity. For example, Brighteyes believes that "one day, rabbit-kind will rule the world." Why does she believe that? Will humans just disappear, or will rabbits have dominion over them? What about all the other animals? Lightning "sired a litter with Ripper's mate." Why would he do that to his best friend? Did he love her? Do the kits of that litter know Ripper isn't their father?

A Quick-Play adventure is more about the journey than the destination. Let the players handle the characters and create the story themselves. Your job is to keep things fun, play off the players' decisions, and interpret the GURPS rules as they come up.

What are the rabbits of the unknown warren like? Will they be welcoming, potentially even new allies? Or are they militaristic and paranoid, intent on destroying any perceived "competition"? The rats of the meadow certainly wouldn't usually help a group of rabbits stranded far from home... but perhaps if the rabbits were to do them a favor? Possibly involving one terrorizing cat named Precious?

And the humans! At least other species of animal make *some* sense to rabbits. But the humans are completely alien, overwhelmingly powerful, and inscrutably fickle. If they cross paths with the PCs, will they try to kill them? Drive them away?

The people and places provided are just the dots... you can connect them however you like.

You won't need to change your GURPS GMing style -- simplified modifiers for Range and Hit Location are provided for you -- but the adventure will run the same whether you are using only the basics from GURPS Lite or a half-dozen full books with all the options turned to 11.

The five pre-generated characters are all well above average for rabbits. They should be well-suited to surviving a long journey home regardless of what troubles they find themselves in.

(*Note:* when printing out characters for the players, don't forget five copies of the "Maneuvers" page for them, or even better, print it on the back of each character sheet.)

# ◆ Encounters & Obstacles ◆

## **Fox**

This could be one or more foxes who live in the area, or Ripper's one-eyed enemy (who lost his eye trying to eat Ripper). They will try to use Stealth to get close before attacking.

## **Hawk**

The perfect NPC threat! A hawk can feasibly see the PCs from nearly *anywhere*. Only a successful Perception check will hear it coming and prevent a complete surprise attack.

## **Rats**

The devious rats of the meadow will normally not scuffle with a healthy rabbit... unless they vastly outnumber it, or the rabbit is wounded, sick, or weak.

## **Snakes**

Snakes are another common rabbit predator, often lying in wait to strike lightning-fast, and possibly even injecting poison.

## **Trapped Kitten**

If they investigate the plaintive cries, the PCs will find a young feral kitten caught in a fox trap. If they're foolhardy enough to rescue it, does it attack? Scamper off? Or, perhaps, "adopt" the PCs and help get them home?

## **Marsh/Stream**

The effects of the flood waters that swept the PCs so far from home are evident all over the countryside. They may find themselves blocked

by a stream or super-soft muddy ground, requiring some Engineer/Mechanic rolls to traverse.

## **Busy Street**

A well-traveled and busy street across their path is a big challenge for rabbits. It'll take some Running/Acrobatics rolls to get across safely!

## **Unknown Warren Patrol**

The PCs' warren isn't the only one in the area. They could reasonably come across a patrol of strange rabbits anywhere except too close to their own warren.

## **The Warren**

Even if the PCs make it back to their home warren, the adventure may not be over. Perhaps the warren itself is intact, but there are still dozens of rabbits missing, presumed dead or wandering the countryside -- who will go and find them? Or, the warren could have been ruined by the flood, prompting the survivors to strike out in search of a new home -- who will lead them? Or, perhaps the warren and its rabbits are mostly intact, but the storm has driven rats or snakes to seek it as their new home -- who will protect the warren from them?



# ◆ GM Notes ◆

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

**ALL-OUT ATTACK (3):** +4 to hit (+1 for Ranged), or two Melee attacks on same target, or +2 Melee damage – but NO DEFENSE!

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

**ATTACK (1):** Attack unarmed or with a ready weapon.

**CHANGE POSTURE (0):** Switch between standing, sitting, crawling, prone, lying face up.

**CONCENTRATE (1):** Focus on a mental task.

**DO NOTHING (0):** Take no action.

**EVALUATE (1):** Study a foe prior to a Melee Attack/Feint for a +1 bonus per turn (max. +3).

**FEINT (1):** 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, cloak, shield, or DX.

**MOVE AND ATTACK (6):** 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 (6):** Do nothing but move.

**READY (1):** Prepare a weapon or other item.

**WAIT (var):** Hold your maneuver action until something specific happens to trigger it.

**Deceptive Attack:** Target is at -1 to all active defenses (or Dodge only, for Ranged attacks) 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 active defenses.

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

**Dual-Weapon Attack:** Use both paws to make two attacks, each at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

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

**Mighty Blow\*:** Spend 1 FP to get the All-Out Attack damage bonus (+2) to a Melee Attack and keep defenses.

**Feverish Defense\*:** Spend 1 FP to add +2 to a single active defense 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 or Block.

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

## *Hit Locations*

0 Torso  
-2 Arm/Leg  
-4 Paw, Vitals  
-6 Head  
-8 Eye

## *Range*

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

# ◆ GM Notes (cont.) ◆

## The Map

The map of the warren and its environs on page 2 is not to any kind of scale. It's more of a positional guide to a possible flow of the game, namely: the PCs find themselves at the "Start," encounter or travel far out of their way around one or both of the farms, encounter the unknown warren, choose to travel through either the clearing or the thicket (or travel far out of their way to go around them), and finally, make it home again (with encounters and obstacles sprinkled all along the way). The travel times between points can be as long or short as you like, so long as the group is enjoying the journey.

## Skills

Some skills are unique or slightly different here than in most other GURPS games.

**Bunny!:** This is the catch-all wildcard skill to roll against any time a PC tries to do something that a rabbit should reasonably know how to do, but isn't covered by any other skill(s).

**Engineer** and **Mechanic:** Rabbits, even ones very intelligent compared to their peers, simply don't have very analytical minds. Whenever confronted with something puzzling that rabbits wouldn't normally know how to address (open a doorknob, use sticks to float on water, build a makeshift bridge), a successful **Engineer** roll is needed to even *think* of the idea, and a successful **Mechanic** roll is then needed to actually *execute* the idea.

**Freezing:** Like most prey critters, rabbits often freeze if they spot a predator and aren't close enough to a safe spot to make a run for it. This Stealth variant simulates that by applying its Margin of Success as a penalty to a predator's Perception (so, a rabbit with Freezing at 12 who rolls a 7 would apply a -5 penalty to the Perception roll of any predator seeking him visually).

**Hedgewise:** Identical to *Streetwise* (p. 223 ), but here used for dealing with shady animals.

**Herbalism:** Allows a rabbit to find and identify useful herbs and roots from an area (assuming any are there -- GM's call). It takes 10 minutes to find a single use's worth. These can be prepared as balls and thrown with a DX roll as a ranged attack. Common ones include:

**Clearweed:** All Perception rolls +2 for 1 hour

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

**Guardian Vine:** +1 Dodge for 5 minutes

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

**Salve Root:** Heals 1d damage or 2d fatigue

**Snakeroot:** Poison antidote

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

**Switch Seeds:** Makes a target (and its tracks) smell like a fox for 1 hour

**Weakweed:** Roll vs. HT or -4 ST for 1 hour

**Sleight of Paw:** Identical to *Sleight of Hand* (p. 221), but for rabbits.

**Zoology:** This represents knowledge of other species and their habits -- what they eat, where they live, things they fear, common weaknesses, etc. The better the roll, the more is known.

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

### **Cat (Precious)**

**ST: 18 DX: 14 IQ: 11 HT: 11 HP: 18 Will: 13 Per: 12 FP: 11**

**Dodge: 12 Move: 7 Speed: 6.5**

**DR: 1 (thick fur) Stealth: 14**

Bite-14 Dmg 2d+4 cut, Reach C

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

Kick-12 Dmg 3d cut, Reach C, 1

### **Dog (Rex)**

**ST: 25 DX: 12 IQ: 8 HT: 12 HP: 25 Will: 10 Per: 11 FP: 12**

**Dodge: 11 Move: 8 Speed: 8**

**DR: 2 (fur and muscle) Stealth: 12**

Bite-13 Dmg 3d+3 cut, Reach C

Claw-13 Dmg 3d-1 cr, Reach C, 1

Kick-11 Dmg 3d+1 cr, Reach C, 1

### **Fox**

**ST: 20 DX: 14 IQ: 12 HT: 12 HP: 20 Will: 12 Per: 13 FP: 12**

**Dodge: 12 Move: 6 Speed: 6.5**

**DR: 1 (thick fur) Stealth: 15**

Bite-13 Dmg 2d+2 cut, Reach C

Claw-13 Dmg 2d cut, Reach C, 1

Kick-11 Dmg 2d+2 cut, Reach C, 1

### **Hawk**

**ST: 16 DX: 14 IQ: 10 HT: 10 HP: 16 Will: 10 Per: 15 FP: 10**

**Dodge: 12 Move: 10 (air) Speed: 10**

**DR: 0 Stealth: 14**

Bite-14 Dmg 2d-2 imp, Reach C

Claw-15 Dmg 2d+2 imp, Reach C, 1

**Human** (combat with humans should, obviously, be avoided if possible! In a bunny-centric game, they are more of a Force of Nature than actual NPCs)

**ST: 50+ DX: 15 IQ: 20+ HT: 12 HP: 75 Will: 16 Per: 12 FP: 12**

**Dodge: 12 Move: 6 Speed: 6.5**

**DR: 4 (most clothing) Stealth: 10**

Punch/Kick-14 Dmg 6d cr, Reach C, 1

Guns (Rifle)-15 Dmg 6d pi+, Acc 3, Range 300/2000, RoF 1, Shots 15+1, Bulk -5, Rcl 2

Knife-14 Dmg 6d cut/4d imp, Reach C,1/C

### Kitten

**ST:** 14 **DX:** 12 **IQ:** 8 **HT:** 10 **HP:** 14 **Will:** 10 **Per:** 10 **FP:** 10

**Dodge:** 10 **Move:** 6 **Speed:** 6

**DR:** 0 **Stealth:** 12

Bite-12 Dmg 2d cut, Reach C

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

Kick-10 Dmg 2d+2 cut, Reach C, 1

### Rat

**ST:** 6 **DX:** 12 **IQ:** 12 **HT:** 10 **HP:** 6 **Will:** 12 **Per:** 12 **FP:** 10

**Dodge:** 10 **Move:** 5 **Speed:** 5

**DR:** 0 **Stealth:** 12

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

Claw-12 Dmg 1d-4 cut, Reach C, 1

Kick-10 Dmg 1d-2 cut, Reach C, 1

### Snake

**ST:** 16 **DX:** 12 **IQ:** 10 **HT:** 12 **HP:** 16 **Will:** 10 **Per:** 12 **FP:** 12

**Dodge:** 12 **Move:** 7 **Speed:** 6.5

**DR:** 0 **Stealth:** 14

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

(if poisonous, target makes a HT roll. Success, +1d damage; Failure, +2d damage)

### Rabbit (non-warrior)

**ST:** 10 **DX:** 11 **IQ:** 10 **HT:** 10 **HP:** 10 **Will:** 10 **Per:** 10 **FP:** 10

**Dodge:** 10 **Move:** 6 **Speed:** 6

**DR:** 0 **Stealth:** 12

Bite-11 Dmg 1d-2 cut, Reach C

Claw-11 Dmg 1d-4 cut, Reach C, 1

Kick-10 Dmg 1d-2 cut, Reach C, 1

### Rabbit (average warrior)

**ST:** 12 **DX:** 12 **IQ:** 10 **HT:** 11 **HP:** 12 **Will:** 12 **Per:** 12 **FP:** 11

**Dodge:** 11 **Move:** 6 **Speed:** 6.5

**DR:** 1 (thick fur) **Stealth:** 14

Bite-13 Dmg 1d+1 cut, Reach C

Claw-13 Dmg 1d-2 cut, Reach C, 1

Kick-11 Dmg 1d cut, Reach C, 1



## MANEUVERS

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

**ALL-OUT ATTACK (3):** +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

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

**ATTACK (1):** attack unarmed or with a ready weapon/ability

**CHANGE POSTURE (0):** switch between standing, sitting, crawling, prone, or lying face up

**CONCENTRATE (1):** focus on a mental task

**DO NOTHING (0):** take no action

**EVALUATE (1):** study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

**FEINT (1):** 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 (6):** 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 (6):** do nothing but move

**READY (1):** 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 all active defenses (or Dodge only, for Ranged attacks) 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 active defenses

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

**Dual-Weapon Attack:** Use both hands to make two attacks, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

**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 active defense 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 or Block

**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

## 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!

## 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:      Block:

### Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	13	1d+1 cut	C	
Claw	13	1d-2 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	Freezing	12
Acrobatics	12	Jumping	11
* Brawling	14	Running	12
Climbing	11	Sleight of Paw	10
* Detect Lies	13	Stealth	13
Digging	10	Survival	12
* Diplomacy	15	Swimming	12
First Aid	14	* Zoology	14

## 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 King (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.

### 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).

Delusion: You firmly believe that one day, rabbits will rule the world.

Fear of Fire and Loud Noises: Must 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 marked with an asterisk are the ones that not all rabbits know how to do. They 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: It's rare for you to lose your cool. You are skilled at negotiating.

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

## Deeprroot

## Sentinel of Great Strength

ST	14	HP	14
DX	12	Will	12
IQ	9	Per	12
HT	11	FP	11

### Damage Resistance

Eyes	1	Arms	1
Neck	1	Hands	1
Skull	3	Legs	1
Face	1	Feet	1
Torso	1	Groin	1

### Advantages

Combat Reflexes  
Luck



### Disadvantages

Fear of Fire  
Intolerance (Non-rabbits)  
Sense of Duty (Warren)

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

### Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	14	2d+2 cut	C	
Butting	14	1d+2 cr*	6	
Claw	14	1d+4 cut	C, 1	
Kick	12	2d cut	C, 1	

### Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Stone	12	1d+4 cr	2	20	1	1(T)	-2	

### Possessions

\* +1 per hex moved, max +4,  
but damages both fighters

### Skills

Name	Level	Name	Level
Bunny!	11	Running	12
Acrobatics	11	Sleight of Paw	10
Climbing	10	Stealth	12
Digging	13	*Storytelling	13
First Aid	13	Survival	12
Freezing	11	Swimming	12
Jumping	12	*Tracking	12
* Karate	14	* Zoology	14

## Notes

Deeprroot, you are the strongest rabbit in the warren. As a Sentinel, 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.

### 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 marked with an asterisk are the ones that not all rabbits know how to do. They are the skills that set you apart.

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

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

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 the other wretched species.

## 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

Fear of Fire and Loud Noises  
Secret (sired a litter with Ripper's mate)  
Sense of Duty (Warren)

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

### Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	14	2d cut	C	
Claw	14	1d cut	C, 1	
Kick	12	1d+2 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	* Mechanic	13
Acrobatics	12	Running	14
* Brawling	14	* Scrounging	13
Climbing	12	Sleight of Paw	11
Digging	11	Stealth	12
First Aid	12	Survival	12
Freezing	13	Swimming	12
Jumping	13	* Tracking	12

## Notes

Lightning, you are the fastest rabbit in the warren, and use your speed to great advantage when out on scouting patrols. You are well-liked in the warren, though Ripper has been your best friend since you were both kits.

As a Hoplite, you often travel on distant missions for the Rabbit King (Wrinklebrow), and are trained to defend yourself and the warren.

### 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.

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

Secret (sired a litter with Ripper's mate): The biggest shame of your life is the litter you sired with Ripper's bonded mate, Sassafras. She never told him before The Fever claimed her last season, but the truth haunts you.

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 marked with an asterisk are the ones that not all rabbits know how to do. They are the skills that set you apart.

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

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

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

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

## Ripper

## Sentinel of Great Toughness

ST	12	HP	12
DX	13	Will	12
IQ	10	Per	12
HT	13	FP	13

Damage Resistance			
Eyes	1	Arms	1
Neck	1	Hands	1
Skull	3	Legs	1
Face	1	Feet	1
Torso	1	Groin	1

## Advantages

Fearless  
(+2 Fright Checks)  
Luck



## Disadvantages

Enemy (One-Eyed Fox)  
Fear of Fire and Loud Noises  
Sense of Duty (Warren)

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

## Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	14	1d+3 cut	C	
Claw	14	1d+2 cut	C, 1	
Kick	12	1d+4 cut	C, 1	
Ripping*	12	1d+3 cut	C	

## Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Stone	13	1d 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	* Karate	14
Acrobatics	12	* Navigation	12
Climbing	12	Running	12
Digging	14	* Scrounging	13
First Aid	12	Sleight of Paw	13
Freezing	13	Stealth	13
* Hedgewise	13	Survival	14
Jumping	14	Swimming	12

## 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 fox. Your ears are tattered and your face scarred, but you're still here. Your bonded mate, Sassafra, died from The Fever last season, as is the way of things, but Lightning, your best friend since you were kits, keeps you from dwelling on the past.

As a Sentinel, you are charged with keeping the warren (and King Wrinklebrow) safe from all threats, both from within and without.

### ADVANTAGES/DISADVANTAGES

**Fearless:** Your brushes with death have given you courage (what some rabbits call "foolishness"), and you get a +2 bonus to all Fright Checks.

**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 Fox):** A few months ago, while protecting others from a marauding fox, it caught you in its jaws. Miraculously, you were able to "Rip" the fox's face with your hind legs before he could fully bite down. He lost an eye, you gained an enemy bent on revenge.

**Fear of Fire and Loud Noises:** Must 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 marked with an asterisk are the ones that not all rabbits know how to do. They are the skills that set you apart.

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

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

**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

ST	11	HP	11
DX	12	Will	14
IQ	14	Per	13
HT	10	FP	10

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

## Advantages

Common Sense  
Luck



## Disadvantages

Addiction (Clover)  
Fear of Fire and Loud Noises  
Sense of Duty (Warren)

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

## Skills

Name	Level	Name	Level
Bunny!	11	Freezing	13
Acrobatics	12	* Herbalism	14
* Brawling	13	Jumping	12
Climbing	12	Running	12
Digging	13	Sleight of Paw	13
* Engineer	13	Stealth	12
* Fast Talk	13	Survival	13
First Aid	15	Swimming	13

## Hand Weapons/Attacks

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

## Ranged Weapons/Attacks

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

## Possessions

## 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 King (Wrinklebrow), and are trained to defend yourself and the warren.

### ADVANTAGES/DISADVANTAGES

Common Sense: 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).

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: Must 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 marked with an asterisk are the ones that not all rabbits know how to do. They 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 put it into action.

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

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.

## Brighteyes

## Deerroot

## Lightning

## Ripper

## Sage

<i>Description</i>	Hoplite Diplomat of Great Wisdom	Sentinel of Great Strength	Hoplite Scout of Great Speed	Sentinel of Great Toughness	Hoplite Herbalist of Great Skill
<b>Attributes</b>	ST 11    HP 11 DX 13    Will 12 IQ 13    Per 13 HT 11    FP 11  Speed 6    Dodge 10 Move 6    Parry Block	ST 14    HP 14 DX 12    Will 12 IQ 9    Per 12 HT 11    FP 11  Speed 6    Dodge 11 Move 6    Parry Block	ST 12    HP 12 DX 13    Will 11 IQ 11    Per 12 HT 12    FP 12  Speed 8    Dodge 12 Move 8    Parry Block	ST 12    HP 12 DX 13    Will 12 IQ 10    Per 12 HT 13    FP 13  Speed 7    Dodge 11 Move 7    Parry Block	ST 11    HP 11 DX 12    Will 14 IQ 14    Per 13 HT 10    FP 10  Speed 6    Dodge 10 Move 6    Parry Block
<b>DR</b>		1 (thick fur)		1 (thick fur)	
<b>Attacks</b>	Bite-13, 1d+1 cut, Reach C Claw-13, 1d-2 cut, Reach C,1 Kick-12, 1d cut, Reach C, 1  Stone-13, 1d cr, Acc 2, Range 20	Bite-14, 2d+2 cut, Reach C Butting-14, 1d+2 cr*, Reach 6 Claw-14, 1d+4 cut, Reach C,1 Kick-12, 2d cut, Reach C, 1 * +1 per hex moved, max. +4 damages both fighters  Stone-12, 1d+4 cr, Acc 2, Rng 20	Bite-14, 2d cut, Reach C Claw-14, 1d cut, Reach C,1 Kick-12, 1d+2 cut, Reach C, 1  Stone-13, 1d+2 cr, Acc 2, Rng 20	Bite-14, 1d+3 cut, Reach C Claw-14, 1d+2 cut/cr, Reach C,1 Kick-12, 1d+4 cut, Reach C, 1 Ripping-12*, 1d+3 cut, Reach C * Must be grappling (bite) Target uses 1/2 Dodge  Stone-13, 1d cr, Acc 2, Range 20	Bite-13, 1d+1 cut, Reach C Claw-13, 1d-2 cut, Reach C,1 Kick-12, 1d cut, Reach C, 1  Stone-12, 1d cr, Acc 2, Range 20
<b>Advantages</b>	Empathic Luck	Combat Reflexes Luck	Fast Luck	Fearless (+2 Fright Checks) Luck	Common Sense Luck
<b>Disadvantages</b>	Delusion (rabbit-kind will one day rule over humans) Fear of Fire and Loud Noises Sense of Duty (Warren)	Fear of Fire Intolerance (non-rabbits) Sense of Duty (Warren)	Fear of Fire and Loud Noises Secret (sired a litter with Ripper's mate) Sense of Duty (Warren)	Enemy (One-Eyed Fox) Fear of Fire and Loud Noises Sense of Duty (Warren)	Addiction (Clover) Fear of Fire and Loud Noises Sense of Duty (Warren)
<b>Skills</b>	Bunny! 11 Acrobatics 12 <b>* Brawling 14</b> Climbing 11 <b>* Detect Lies 13</b> Digging 10 <b>* Diplomacy 15</b> First Aid 14 Freezing 12 Jumping 11 Running 12 Sleight of Paw 10 Stealth 13 Survival 12 Swimming 12 <b>* Zoology 14</b>	Bunny! 11 Acrobatics 11 Climbing 10 Digging 13 First Aid 13 Freezing 11 Jumping 12 <b>* Karate 14</b> Running 12 Sleight of Paw 10 Stealth 12 <b>* Storytelling 13</b> Survival 12 Swimming 12 <b>* Tracking 12</b> <b>* Zoology 14</b>	Bunny! 11 Acrobatics 12 <b>* Brawling 14</b> Climbing 12 Digging 11 First Aid 12 Freezing 13 Jumping 13 <b>* Mechanic 13</b> Running 14 <b>* Scrounging 13</b> Sleight of Paw 11 Stealth 12 Survival 12 Swimming 12 <b>* Tracking 12</b>	Bunny! 11 Acrobatics 12 Climbing 12 Digging 14 First Aid 12 Freezing 13 <b>* Hedgewise 13</b> Jumping 14 <b>* Karate 14</b> <b>* Navigation 12</b> Running 12 <b>* Scrounging 13</b> Sleight of Paw 13 Stealth 13 Survival 14 Swimming 12	Bunny! 11 Acrobatics 12 <b>* Brawling 13</b> Climbing 12 Digging 13 <b>* Engineer 13</b> <b>* Fast Talk 13</b> First Aid 15 Freezing 13 <b>* Herbalism 14</b> Jumping 12 Running 12 Sleight of Paw 13 Stealth 12 Survival 13 Swimming 13