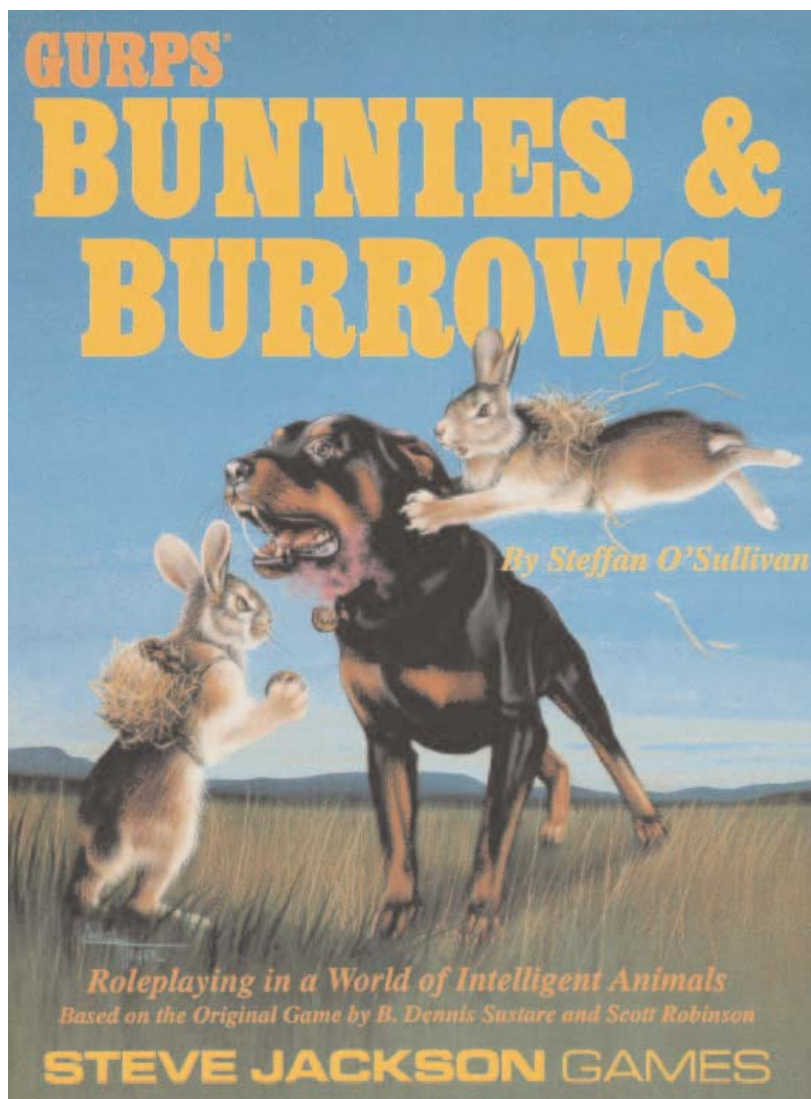


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ENEMIES ALL AROUND!

GURPS Bunnies & Burrows is a new version of the classic game originally published in 1976. Completely revised, expanded and converted to **GURPS**, it presents a world in which player characters are rabbits . . . faced with a land full of monstrous, hungry foes, with humans worst of all!

GURPS Bunnies & Burrows is a game of wits, rich in roleplaying possibilities. A rabbit can't bully his way through the world – not usually, anyway! Characters in this game must be clever to survive.

This PDF is a scanned copy of the last printed edition of *GURPS Bunnies & Burrows*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

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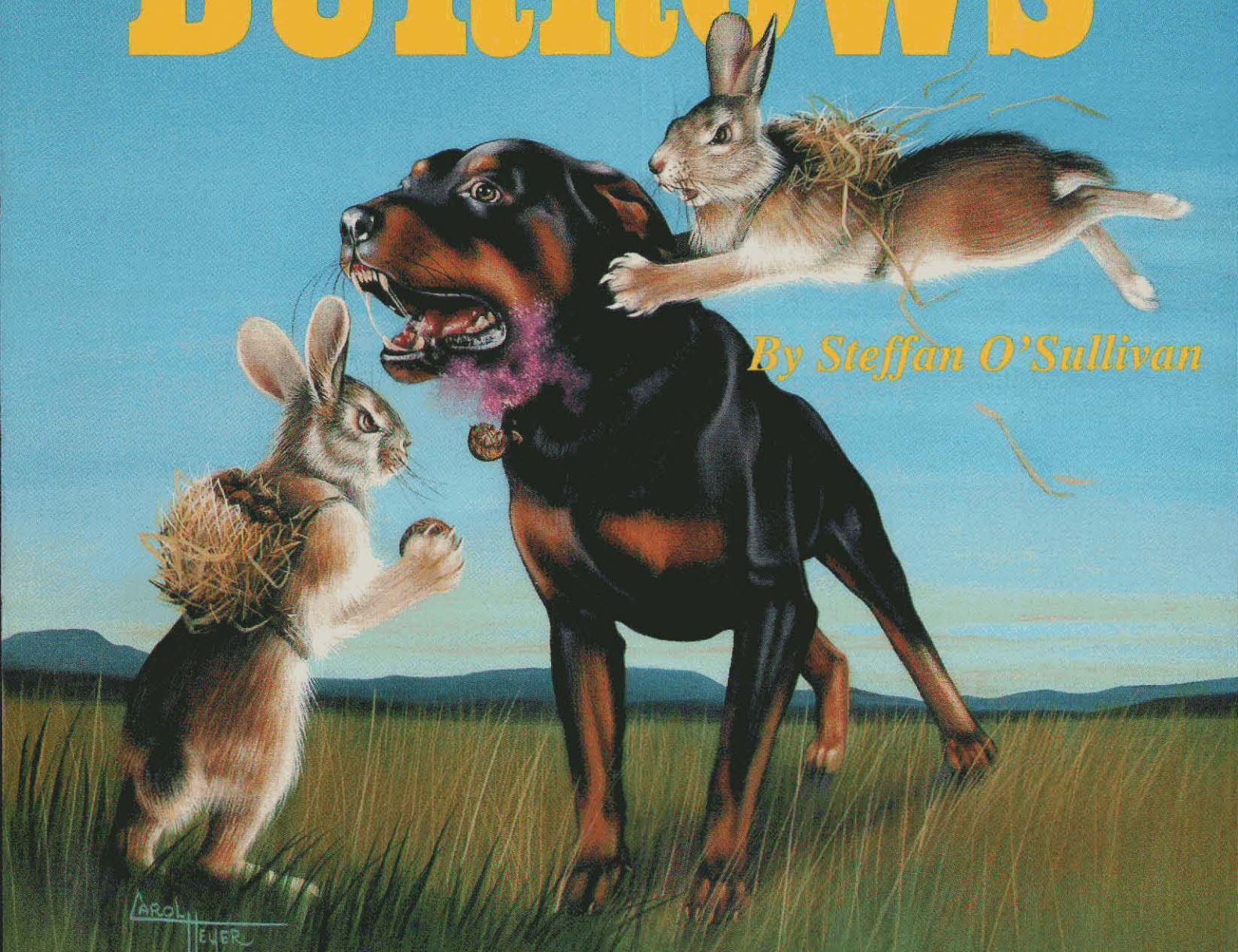
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GURPS[®]

BUNNIES & BURROWS



By Steffan O'Sullivan

Roleplaying in a World of Intelligent Animals

Based on the Original Game by B. Dennis Sustare and Scott Robinson

STEVE JACKSON GAMES

GURPS®

BUNNIES & BURROWS

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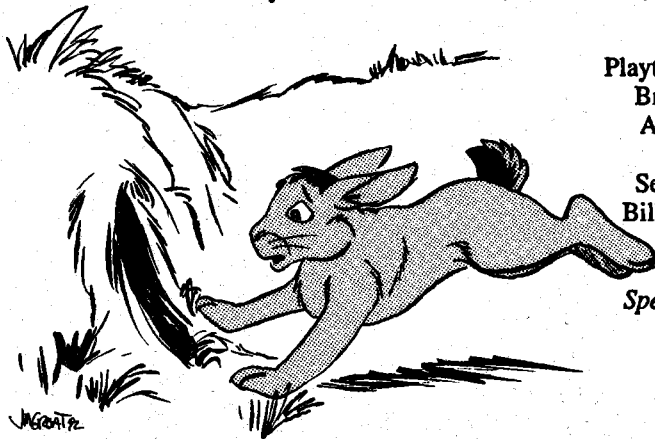
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STEVE JACKSON GAMES

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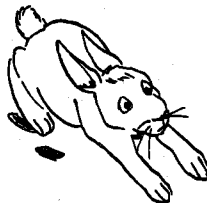
INTRODUCTION

In 1976, the original *Bunnies & Burrows*, by B. Dennis Sustare and Scott Robinson, was published by Fantasy Games Unlimited. It was a unique game that brought a lot of innovation to the hobby. *B&B* was the first game to have detailed combat rules with different modes of attack, for example. It had an interesting development of the *level* system in nearly universal use at the time: a character could progress by levels at different rates for each attribute. It also introduced the concept of the *Imperial Stormtroopers School of Marksmanship* rule: humans firing guns at rabbits always missed the first shot!

B&B was also the first roleplaying game that I ever played – GMed, actually. I have yet to *play B&B*, as such – I've only Game Mastered it. Unlike most gamers, I started out as a GM first, and only became a player a year later (in a game with two-legged PCs). But *B&B* was my introduction to roleplaying, and has always fascinated me.

There were some things I never quite grasped about the game, I have to admit, such as *character classes* and *levels*. I don't mean to say there's anything wrong with these common gaming mechanics. I just didn't understand what they meant in real life – and still don't, for that matter. But I *love* the genre *B&B* represents. So when *GURPS* came along in 1986 and had no character classes or levels, the first thing I thought of was translating *Bunnies & Burrows* into it.

This book represents six years of translation work on my part, plus all the time and effort the original rules required. I would tinker with these rules every time *GURPS* advanced. At first there were no Psionics rules in *GURPS*, so I used Magic rules instead. When Second Edition, and then Third Edition *GURPS* came along, I updated the bunny rules along with them. I added Martial Arts rules when that concept was expanded in *GURPS Martial Arts*.



I am grateful to Dennis Sustare and Steve Jackson for finally allowing these rules to see publication – they are near to my heart. Dennis was also gracious enough to answer my early letters to him, explaining various aspects of the game that I found confusing. I'm much obliged to him – and in awe of his talents! Dennis is an amazingly creative game designer: I've only read four of his games, but they each contain many innovations that have since become imitated. And he writes well – some of the better passages in this book were lifted – er, transcribed – out of the original *B&B*.

Well, on with the game. Perhaps now that these rules are out, I can actually *play* a game, instead of always having to be the GM. Hopefully some of you will run *GURPS B&B* games at cons – maybe you'll see me there someday. I'm looking forward to it!

– Steffan O'Sullivan

What is *Bunnies & Burrows*?

Bunnies & Burrows is a fantasy roleplaying game where the characters happen to be rabbits. Since it *is* fantasy, these bunnies are more than ordinary rabbits – but not too much. They can't walk on two legs and grasp a pistol in one hand and

About *GURPS*

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a multi-line BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* – e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition.



About the Author

Steffan O'Sullivan is the author of three other *GURPS* books: *GURPS Bestiary*, *GURPS Swashbucklers*, and *GURPS Fantasy Bestiary*. He lives in New Hampshire and seems happy there.

As with his previous three books, a portion of his royalties is being donated to organizations devoted to saving the earth's harassed ecosystems. His current favorite organization is The Peaceable Kingdom Project, 4353 East 119th Way, Thornton, CO 80233-1738, USA. Send them a self-addressed stamped envelope for information – a small donation (or large one!) may also help make the world safe for bunnies and other species, such as humans.

Lagomorphs

This book is not a biology text. Consequently, most scientific language has been avoided. Biologists will find a few errors in nomenclature throughout the book – this is intentional! The groupings of animals that speak a common language are especially incorrect – hopefully no reader will be offended by this. It really makes it a much better game, so no apologies are tendered.

However, there is one scientific term used frequently that the reader should be aware of from the start: *lagomorph*.

Lagomorph is an *order* of mammals that includes rabbits, hares, cottontails and pikas. (An order is a large grouping of animals. Squirrels, beavers and mice belong to the order Rodentia, for example.)

Bunny, Rabbit, Hare, Cottontail: Although "bunny" is not a technical term, it has a specific meaning in *GURPS Bunnies & Burrows*. In this book, "bunny" refers only to rabbits, not hares or cottontails.

There is much confusion in the use of the words rabbit, hare and cottontail – so much so that some authorities deny they have any real validity any more. Many animals that are called rabbits – such as jack-rabbits – are actually hares, and some that are called hares – such as Belgian hares – are actually rabbits. People overly concerned with correct terminology should use the scientific names.

Continued on next page . . .



cutlass in the other, as some animals in comics can do. No, they use all four legs to travel and don't have thumbs.

B&B is rich in roleplaying possibilities. It's rife with danger and excitement, and the characters are forced to use their wits to survive. If the Game Master throws a wolf at a party of human fantasy adventurers, the players laugh at him. The players will be mighty concerned in *this* game when a wolf appears! A great part of *B&B's* charm is the fact that most of the world is out to eat them, is bigger and stronger than the PCs, and deals out large quantities of damage. A rabbit can't bully its way through the world, so the players learn to look for new approaches.

B&B is also an extraordinary genre for races. Imagine a fantasy world with only one species of monster, but *thousands* of different NPC races. Imagine that the GM can bring in *hundreds* of these different races – and that the players will instantly be familiar with most of them without having to read a sourcebook! Such is *Bunnies & Burrows*. Any animal species that exists is a race – no other game has so many instantly recognizable races. Many of them are out to eat the PCs, of course, but they are close to the same intelligence level: the player characters can talk to them, bargain, plead, outwit, blackmail, threaten, etc., and may even have a chance of succeeding. In short, they are not dumb beasts. The only monsters are *humans*, whose thought processes and motives are so far removed from rabbithood as to be monstrous rather than of another intelligent species.

GURPS Bunnies & Burrows uses the standard *GURPS* rules found in the *Basic Set*. There are certain changes and additions, largely because the PCs are rabbits, not humans. The most obvious change is in scale: the average rabbit has

ST 10, DX 10, IQ 10, and HT 10. All other creatures have stats that relate to this norm – a human has IQ 30+ in this system! There are many skills that are not available to rabbits, of course: not only can they not handle Nuclear Physics, they have a tough time with ordinary Physics! They're also not very good at riding bicycles.

Rabbit Capabilities

The reader may be puzzled at this point. What, after all, can a rabbit do, except eat, sleep, groom itself, breed, or possibly end its life in the jaws of a fox? Well, *these* rabbits can fight (much better than you might expect of a rabbit), spring traps without getting caught (with good sense, luck and practice), talk intelligently to other species of animals, carry things such as a sack looped around their necks (very handy for carrying a number of smaller items), count (though only up to four), disguise themselves as other animals, and tell fabulous stories to other rabbits.

Furthermore, some rabbits have the ability to foresee the future, use a variety of herbs in many ways (the closest thing the rabbits have to magic), heal by the laying on of paws, construct various engineering marvels (such as a lever!), and use certain mental powers. Rabbits continue to evolve during the campaign. They never cease to devise new ways to do things, and become much more versatile and powerful. The only limitations are the imaginations of the players (and occasionally the heavy hand of the GM).

The game was certainly inspired by Richard Adams' fine book, *Watership Down*, but is not limited to that universe at all. Rabbit PCs can go far beyond what Hazel and his crowd were capable of, and the game setting is strictly fantasy, not rural England. But if you liked that book, you'll probably like this game.

Some players may be skeptical – that's okay. They don't even have to go to the work (pleasure!) of creating a rabbit character – some suitable ones are provided for just such a contingency. The enthusiastic GM who has nothing but doubtful players need not be concerned: one game should lead to a long and enjoyable campaign!

Organization

The first half of the book is intended to be read by anyone. However, the latter part of the book contains some adventures and adventure seeds. Reading these will severely reduce your enjoyment of the game if you are not the Game Master. There's not much point in that, is there?

Actually, a *player* does not need to read *any* of this book to enjoy the game – this has been proven in repeated playtests! On the other hand, reading the first chapter, at least, will make the game a bit more comprehensible. The GM may choose instead to read passages aloud. This contains basic day-to-day information any bunny would know. Players might find this helpful if they don't know much about rabbits in the real world.

The Appendix contains six sample characters, suitable for beginning a game either at home or at a game convention. This is a painless way to get new players to try the game – nobody has to make characters in advance! These may be photocopied for personal use.

It also has the character creation rules collected under the heading *Instant Bunnies*. This condenses all of the new and changed information found in Chapters 2, 3 and 4. Once they're hooked, players may have a photocopy of these sheets to create their own characters. This allows a group of people to make characters when only the GM owns a copy of the book.

Pages 29, 49-51, 83, 105 and 112 contain counter art of rabbits and their enemies for use in combat or just for positioning. The GM and players are free to photocopy them for personal use. Glue them to cardboard before cutting.

Lagomorphs (Continued)

Rabbits

Rabbits are born blind, hairless and helpless. They dig burrows and live in warrens – very social animals. They originated around the Mediterranean, but have been transplanted nearly world-wide. Most pet rabbits are from this Old World stock, and all PC bunnies in this game are rabbits.

Hares

Hares are born nearly ready to face the world. Within an hour of birth, baby hares can move about on their own, with full sight and hearing. They do not dig their own burrows, though they will sometimes occupy an abandoned burrow. They are not as social as rabbits, preferring to sleep and eat alone, though they may share a territory with other hares. Mating season can be very social, however! They are much better runners than rabbits, both for speed and endurance. They occur naturally on most continents of the world.

Cottontails

Cottontails are not quite hares, and not quite rabbits. Like rabbits, they are born hairless, blind and helpless. Like hares, they are solitary endurance runners and do not burrow, but prefer to live in *forms* – see p. 10. This is the most common "rabbit" seen wild in much of North America. This is actually the Brer Rabbit who was "bred and born in a briar patch" – a true rabbit would have been born and bred in a burrow, of course.

Pikas

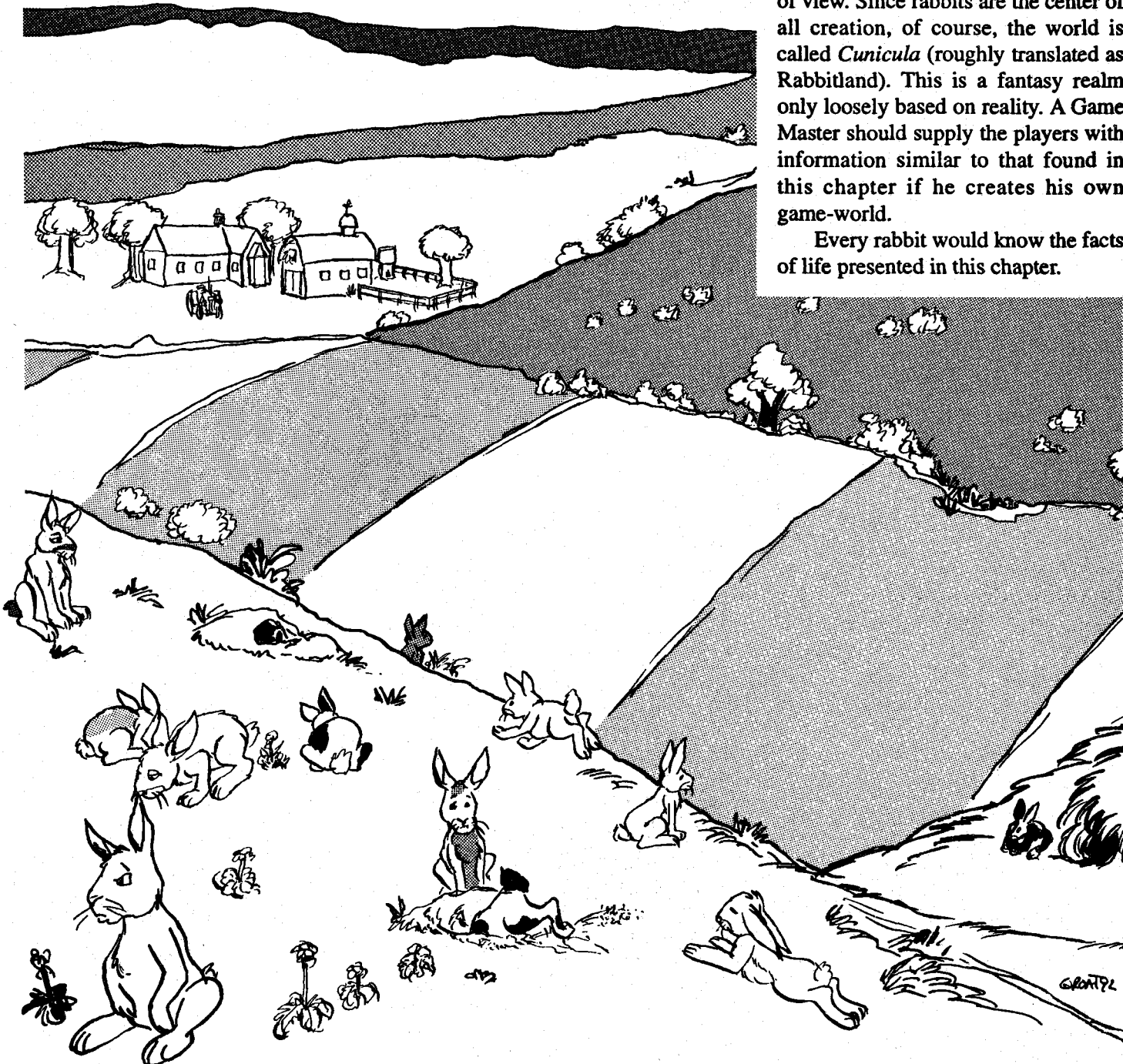
Pikas are lagomorphs, but don't have the distinctive long ears, puffy tail, and well-developed hind legs of the other members of this order. They are small, live in mountain regions, and are unique among non-human mammals in that they are farmers! Pikas cut grass, dry it in the sun as hay, and store it for the winter – they do not hibernate. While other mammals seek out food to store up, only pikas actually prepare it – they turn the grass in the sun, and move it from stone to stone to keep it in maximum sunlight throughout the drying period.

1

WHAT EVERY BUNNY SHOULD KNOW

This chapter briefly describes a campaign world from a rabbit's point of view. Since rabbits are the center of all creation, of course, the world is called *Cunicula* (roughly translated as Rabbitland). This is a fantasy realm only loosely based on reality. A Game Master should supply the players with information similar to that found in this chapter if he creates his own game-world.

Every rabbit would know the facts of life presented in this chapter.



Cunicula: Rabbitland

Cunicula is in a temperate area, with short winters and balmy summers. This humid, moderate climate is a rabbit's favorite. Cunicula is hilly – rabbits prefer to dig their warrens in hilly country for good drainage. There are lots of open woods (where truffles grow!) and brushy woods (safety from eagles), frequent hedges of briars and other comforting plants (“Born and bred in a briar patch, Brer Fox!”), and many open fields of grass and various tasty and useful herbs. Rivers, streams, ponds and even lakes abound – Cunicula is a pleasant land!

There *are* dangerous places, though: deep woods, mountains, swamps – and human-occupied lands. What lies beyond these is up to each Game Master – there may be jungles, deserts, ocean, cities, etc. There is no map of Cunicula in this book because rabbits are not map-makers. They can't really even understand the concept – the GM should make his own and never show it to the players.

There are other warrens aside from the PCs' home warren – this may or may not be known to the characters at the start of a campaign. The GM should tell the players if they know this, and if so, whether or not Area Knowledge or Heraldry skills would supply them with any basic information about other warrens.

Unless the GM has good reason to place the home warren near a farm, there is no human habitation *extremely* close to the home warren at the start of most campaigns. It takes at least a couple of hours to journey to the nearest farm and back – possibly even a day or more. Of course, this may change, as humans are often expanding their territory . . . Cunicula may have large human settlements, but they are usually not close by.

A Day in the Life of a Rabbit

Rabbits are very adaptable. Although true rabbits originated around the Mediterranean Sea, they have been introduced by humans all over the world and have adjusted very well – sometimes too well.

Having adapted to many different climates, they have taken up different habits according to where they live. There is no *one* mode of rabbit behavior. The mating season is in the summer for rabbits in colder climates, for example, while it is in the winter for those in hot climates.

Rabbits are largely nocturnal, becoming active from the late afternoon until a couple of hours after the sun rises. It is not uncommon to see a rabbit out and about in the middle of a cool day, however. This means that the player characters can be active whenever they want, without fear of attracting unwanted attention as being “unnatural” critters.

Being herbivores, they need to eat frequently. Fortunately, a rabbit's food grows right into his mouth, so to speak: he can eat almost any plant. While some plants won't be touched while there is plenty of grass around, they may be eaten come winter when there's nothing else to eat. Some plants *are* poisonous, of course . . .

A typical rabbit day might start with a cautious poking of the head out a burrow entrance. Whenever they are above ground, rabbits are extremely alert –

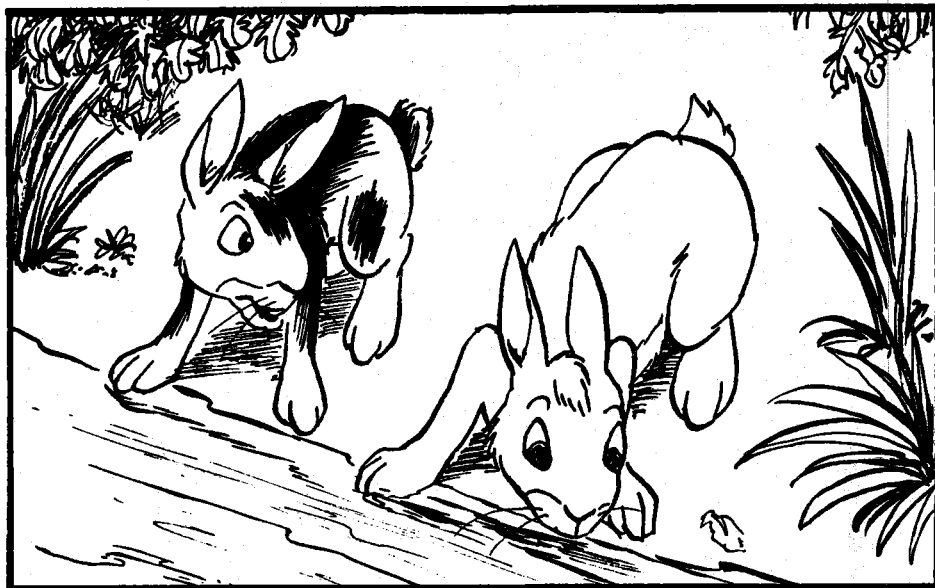
Glossary of Terms

Buck: a male rabbit.

Cunicula is a feminine form of the Latin *Cuniculus*. In Latin, *cuniculus* means both “bunny” and “burrow.” Cunicula is here used as a rabbit word for the world: to a rabbit, the most important things in the world are bunnies and burrows, of course. This is a fantasy world – there is no place on earth where the collection of animals found in Cunicula occurs naturally!

Doe: a female rabbit.

Form: a temporary lying up place. A form is either quickly dug, or even bitten out of a briar patch. It gives a +2 bonus to Camouflage skill, but offers no other protection.



Hoplites are an elite organization of rabbits that serve the rabbit king as messengers, scouts and sometimes diplomats.

Kettle: a chamber in a burrow, large enough for more than one rabbit. Some are sleeping quarters, others storage, others gathering places for stories or the king's council of advisers.

Kindle: to give birth to baby rabbits.

Kitten: a baby rabbit.

Maverick: a rabbit that doesn't live in a warren; a loner.

R-lbs: rabbit pounds. A unit of weight. 40 R-lbs = 1 human pound.

Scrape: same as a *form*, above, but always refers to a spot hollowed out of the dirt.

Tube: a passageway in a burrow.

A Warren is a collection of burrows; the network of underground passages that make up home for a group of rabbits.

Warren Watch is an elite guard unit that protects a warren from outsiders. In tyrannical warrens, it may also function as a Gestapo. A member of the Warren Watch is called a Watch-rabbit, a Warrener or Warner, or simply a Guard.

Rabbit Names

Players have a very wide latitude when naming their characters – it's hard to say what's not appropriate!

Any library has books on botany, herbs, and gardening to supply botanical names. A thesaurus is handy for names of qualities, behavior and appearance.

Human Names

Bunnies can simply have human names. These can be common or rare as the player sees fit. Examples include Peter, Molly, Fred, Roscoe, Marisha, Rex, Zelda, George, Luigi, Beth, Gawain, etc.

Personal Quality

A bunny can easily have a name that depicts a personal quality. Such names include Rock, Merry, Boldbun, Rascal, Gruff, Dogbane, Rally, Numbnut, Joy, Mettle, Startle, Chancer, Sprite, Frolic, Pluck, Quip, Bonny, Grit, etc.

Behavior

Some rabbits have such unusual – or predictable – behavior that they may very well be named for it. Such names include Slash, Zipper, Dancer, Perk-ear, Romper, Flinch, Leaper, Quest, Scratcher, Chirp, Pokenose, Dawdle, Spark, Nibble, Growler, Dasher, Smite, etc.

Appearance

An easy and obvious choice of a name can be derived from physical appearance. Examples: Stripe, White Paw, Twig, Lopear, Scarnose, Big Foot, Puff, Chunk, Pip, Motley, Frump, etc.

Botanical Names

Since plants are so important to rabbits, they could logically have botanical names such as Oakbud, Clover, Broccoli, Yarrow, Posy, Apple Blossom, Lavender, Sassafras, Columbine, Spruce, Carrot-top, Myrtle, etc.

Invented Names

And finally, there are names that simply sound right to the player, or have a personal meaning. These could be *anything*: Veina, Zabool, Loof, Chipkin, Gruh, Brogo, Neva, etc.

Descriptive Modifiers

Any rabbit name can also have a descriptive modifier, such as Speedy Sophie, Slow Sam, Denzil the Hero, Fuzzy Bob, Lankin the Loud, Charles Catbait (not to his face), Olwen the Fair, Big Ger, Conal the Mighty, Dead Dave, and so on.

they have to be. No bunny ever dashes carelessly out of the burrow – such rabbits don't live long enough to pass on their foolish genes. "Sniff, Listen and Look" is the bunny motto.

Once the coast is clear, it's feeding time. Natural rabbits roam up to half a mile from their burrows in search of the best food – they rarely go farther than that. They always know where the nearest bolt hole is. There are frequent rest periods between feeding, in which the rabbit returns to a burrow (not always his home burrow) for a while. Perhaps this is necessary to ease the tension in the nervous system – it is stressful to be in the open for a long period of time.

Males mark their territory daily. This is done with the chin glands as well as with urine and feces. Other males may test these boundaries, and scuffles occur during the mating season. Other months of the year, though, bucks get along with each other quite well – rabbits are very social by nature.

It's back to the burrows after feeding for some stories and gambling and sleep – that's all there is to the average rabbit's day! Of course, the PCs are above-average rabbits, and will be doing a *lot* more than this . . .

Warrens

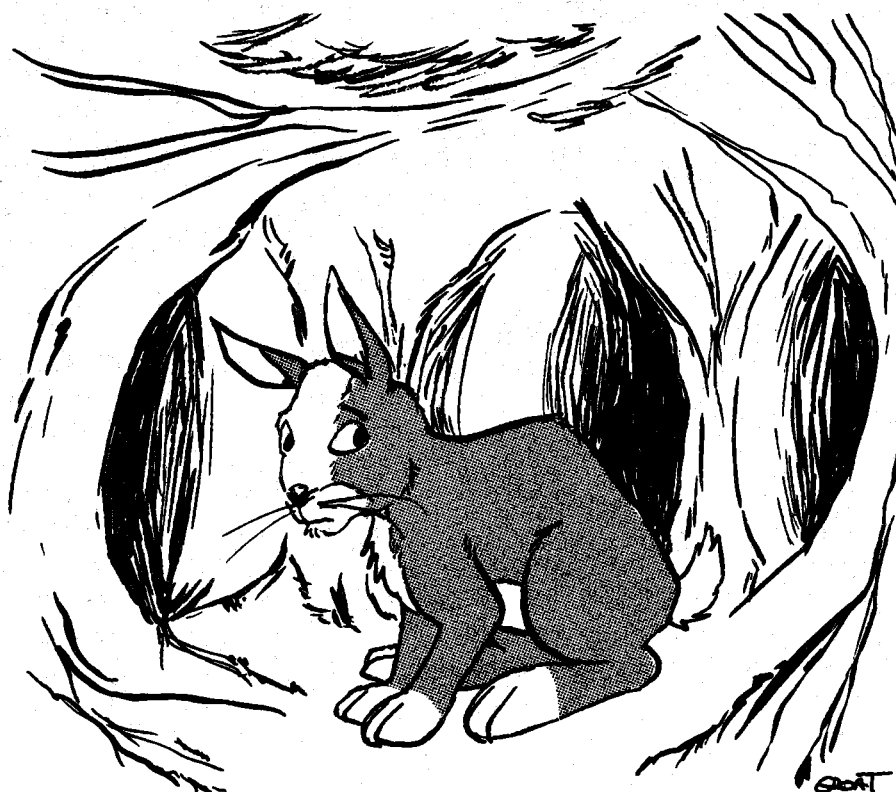
A warren is a where rabbits live. A warren consists of many burrows depending on its size, of course. A warren is also a social structure: it is home.

Warrens vary widely in size, and the PCs' home warren might be large or small. The GM will set the size of the initial warren, and the characters can decide if they want to stay there or seek new quarters.

Warrens range in size from however many PC bunnies there are to about 40 – though rabbits wouldn't know that, of course: they can't count above four! The GM never needs to tell the players how big the warren is – simply say there are *lots* of rabbits! *All* warrens have lots of rabbits.

Burrows

In its simplest form, a burrow includes an entrance, a tunnel, and a chamber. Of course, there are much more complex burrows, some with many chambers and most with multiple entrances.



It has been estimated that a small warren has five times as many entrances as there are rabbits living in the warren. In large warrens, this figure drops to about as many entrance holes as rabbits.

Not all burrows in a warren are connected. It is possible to enter a burrow and not be able to reach a certain part of the warren without resurfacing. On the other hand, some burrows are seemingly separate, but may be connected by secret passages.

Most warrens have many emergency burrows – short, outlying holes that have nothing but a short entrance ramp and a small chamber. These will be located around the fringes of the main burrows, sometimes 100, 200 or more yards away. If a rabbit is foraging far from its home burrow, it's nice to have a close place to run to. Many of these “bolt holes” don't even have a back door, so are of no use against weasels or dachshunds. However, some are nothing but a tunnel through the earth, with no chamber in them at all – the rabbit may not even slow down much in the tunnel, but continue out the other side unseen by the foe who is still sniffing around the entrance!

Technically, the tunnel to and from an entrance is called an *entrance ramp*. Tunnels connecting chambers are known as *tubes*, and chambers themselves are called *kettles*. Of course, the players may call these whatever they want.

Kettles vary in size. Most will hold at least two rabbits, while many will hold four or more. It would be an unusual kettle that could hold more than ten rabbits comfortably – but the players only know it holds lots, of course . . .

A tube is big enough for only one rabbit to pass through at a time, though a rabbit can turn around in a tube easily. Long tubes will have occasional bulges in them to serve as “passing zones.” A tube generally winds about considerably, though it is often simplified on the GM's map. Changes in elevation are very difficult to detect, so a rabbit would have very little information whether he is above or below the level of another tunnel. A successful Architecture roll would provide this information – at a -5 if in a strange burrow.

Since only one rabbit at a time can travel through a tube, and four or more can be in a kettle, it is very difficult to take a warren by storm. Figure at least two defenders at once can strike at an interloper in a tube – if they are alerted.

Social Structure

The *king rabbit* rules the warren with an iron paw. He, in turn, is subtly ruled by his *queen*. (This is not anthropomorphic sexism: rabbit society is a subtle matriarchy!)

The king in most warrens is the toughest bunny around. He will demonstrate this daily to any males who look at all like they might not believe it. Subservient behavior is the only way a male can avoid being cuffed in the king's presence.

In a large warren, he will have advisers. These might be the cleverest rabbits in the warren, although some kings don't care for rabbits more clever than they



Secret Passages

Tubes and entrance ramps can be blocked with “plugs” of earth, preventing entry until the plug has been kicked in or dug out.

Plugs come in varying thicknesses. A quickly-made plug will only be a few inches thick, while a sturdy one designed to block a passage off from an invader will be a foot thick or more. The quick ones can be kicked in, though a rabbit on the other side of a plug prevents this. Thicker ones have to be dug out – if they are spotted at all.

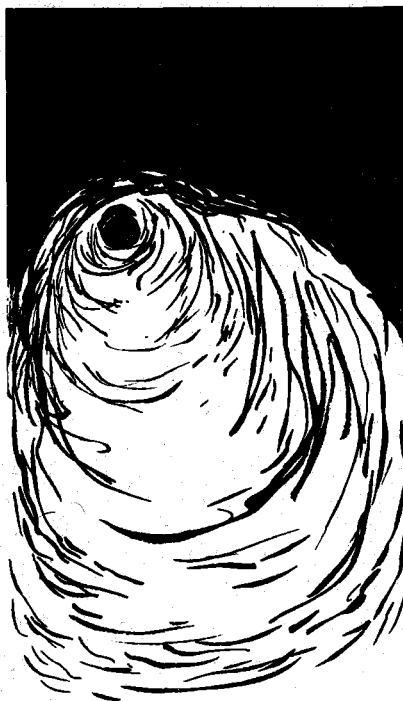
Plugs can block tubes or entrance ramps. If the PCs are actively looking for a plugged entrance ramp, the GM rolls against Vision at no penalty. A passive roll to notice a blocked entrance ramp is made by the GM in secret at Vision-5.

Underground plugs are the same as plugs at entrances, only they are harder to detect – it's darker inside a burrow than on the surface. No underground plug will ever be discovered by accident, and even a careful search is difficult. During the day, plugs are at -6 to spot, and -10 at night! A successful Architecture skill roll will tell you where a plug *might* likely be located, but this roll is at -5 or more in a strange warren.

A successful ST roll will kick a thin plug in once it is located – hardened plugs (old, but still thin) take two or more successful rolls to kick in. Most thin plugs can be dug out in 10 seconds, but the digger is at -3 to defend if there is an attacker on the other side of the plug . . . Thick plugs take up to 10 minutes to dig out – see p. 69.

Some secret passageways are made for defense of the warren. These run under or parallel to another, open tube. The walls are thin at certain points, and a defender can listen until he hears an intruder on the other side. The defender can break through the wall at that point and attack the invader in the same turn – there is no defense roll against this kind of ambush!

Area Knowledge does *not* grant you knowledge of the secret passages in your home warren. Only members of the Warren Watch learn the secret ways, and only the highest-ranking fighters learn *all* of them . . .



Burrow Maps

Rabbits do not have the mental ability to grasp the concept of a map. The *characters* will never make one, but the *players* may make one of their home warren to represent the knowledge that every rabbit would have.

If the warren is large, the PCs will not know the whole warren. The GM should be consulted on the layout of the warren, and may even supply the players with one. Any changes they make should be with the consent of the queen – or kept secret!



Forms and Scrapes

Rabbits on the move don't have time to dig burrows. They *do* make forms or scrapes. These are temporary "burrows" – really only scooped out resting places to lower their profile.

A *scrape* isn't actually a hole in the ground, just a depression. It grants a +2 bonus to Camouflage skill. It takes five minutes to make a good scrape.

A *form* can be the same thing, or it can be carved out of a bush, hedge, or brush patch. This is usually done by finding a thick set of stems and chewing one's way in to the middle of the bushy part. A form also grants a +2 to Camouflage skill, and may actually protect the user from some – but not all – predators.

Hares and cottontails spend their whole lives in scrapes and forms – they do not dig burrows.

are . . . In any case, the Captain of the Warren Watch and Captain of the Hoplites will certainly be close advisers and probably friends of the king.

The king's personality infects the whole warren – this is one character the GM should define thoroughly. Is he tolerant? Bigoted? A bully? A trickster? Does he go out on raids himself, or merely send underlings to bring him lettuce? What sort of stories does he like? Is he a gambler? And so on.

Likewise, the queen should be well-defined. While the king will have many wives, he will live with only one. She won't tolerate other females in her burrow. The queen actually chooses and digs the burrows – the king will go wherever she goes, and usually do whatever she says.

Is she kind? Jealous? Sarcastic? Polite? What sort of stories does she like? Can her children do no wrong, or are they "little monsters?"

Most rabbits in the warren are Status 0. If the warren is large enough, most of the males will have a mate. There is probably plenty of food, good jokes, stories, and mating in season; most rabbits are content with that. The males keep out of the king's way, and the females out of the queen's way. While the does might find the king rabbit attractive, and want their kittens to have high status, they know they'll never be allowed to *live* in the king's Burrow, so many of them settle for lesser mates they can snuggle with.

Of course, there may be other types of warrens, where life is more regulated and military and not so much fun . . .

The Warren Watch

Only the smallest warrens will be without a Warren Watch. This is an elite troop of warriors who are responsible for the safety of the warren, though they may be called something else.

In a medium to large warren, membership in the Warren Watch is the equivalent of Status 1. (In a smaller warren, *everybody* is expected to fulfill guard duties.) Only the best fighters are chosen, usually, though sometimes rabbits with other useful skills gain membership. If the warren is not too large, the Warren Watch will include the Hoplites – see below.

The Warren Watch is the best place to learn Bun Fu (see p. 53), and any rabbit who wishes to excel in the Martial Arts should try to join. Unless the GM rules otherwise, a bunny may start the game as a member of the Watch. Joining once play has begun is a little harder – an applicant must be recommended, and will be tested a bit before gaining entry. Good ST and HT help pass the tests, which tend to be quite physical.

An individual in the Warren Watch is called either a Watch-rabbit, a Guard, or a Warrener (often elided to Warner).

In addition to Bun Fu, a Warner is also taught Throwing and Tactics. An Herbalist is often a member of the Watch, or the king simply commandeers a number of Snuffballs and other quick-acting throwing herbs for the Watch to use. Most Guards carry a Snuffball tucked behind an ear while on duty.

The Watch is not usually responsible for internal order within a warren, though with a tyrannical king this can easily become their function. Their main duty – and all Watchers have the disadvantage Duty to Warren – is to post look-outs, warn the warren of predators, stave off invading hosts, and sometimes raid gardens for the king and his family's meal!

Hoplites

Hoplites are another elite group of rabbits. Small warrens might not know the term, however. These are skilled scouts and messengers. Like the Watch, Hoplites also have a Duty to the Warren, and are also of Status 1.

Hoplites may be trained in Bun Fu, or they may simply learn Brawling as their combat skill. If they learn Bun Fu, they go through the same training in Acrobatics – this is essential in the nature of Bun fu, more than an organizational rule.

Hoplites are also trained in Area Knowledge, Running, Traps and at least two languages. Of course, other skills are also valued – many warrens teach them Diplomatic skill, and use Hoplites as heralds when communicating with neutral animals or other bunnies.

Hoplites often accompany Warners on raids to gardens. There is some light-hearted rivalry between the two groups, but they will defend each other to the death against outsiders.

A Hoplite needs to be fast, smart, dextrous and well-trained – an elite group, indeed!

Other Warrens

Rabbits are very territorial – see sidebar, p. 14. Rabbits from another warren are likely to be suspicious at best – possibly hostile. A crowded warren, especially, is not a safe place for a strange rabbit to approach. Expect the dwellers to be hostile to members of the same sex, at least.

If they are not overpopulated, there will probably be no problem. While large males will not necessarily be welcomed with open paws, others should be able to find a home if they want to stay. After a while, a newcomer will probably become an accepted member of the warren if he hasn't been any trouble. Any rabbit who looks at all like he's thinking of taking over a doe – or the kingship – will likely have a rough time of it.

The players should never know *exactly* how a strange warren will react when they approach one. If the party appears too weak, they may be driven off in contempt. If too strong, they may be attacked out of fear. If they have something to offer, they might be accepted.

Survival

Survival is always on a rabbit's mind – no one takes it for granted. Consequently, the Survival skill is very important in *B&B* – see p. 26. It will tell a rabbit which plants are edible, which are poisonous, and which are neither. Survival also



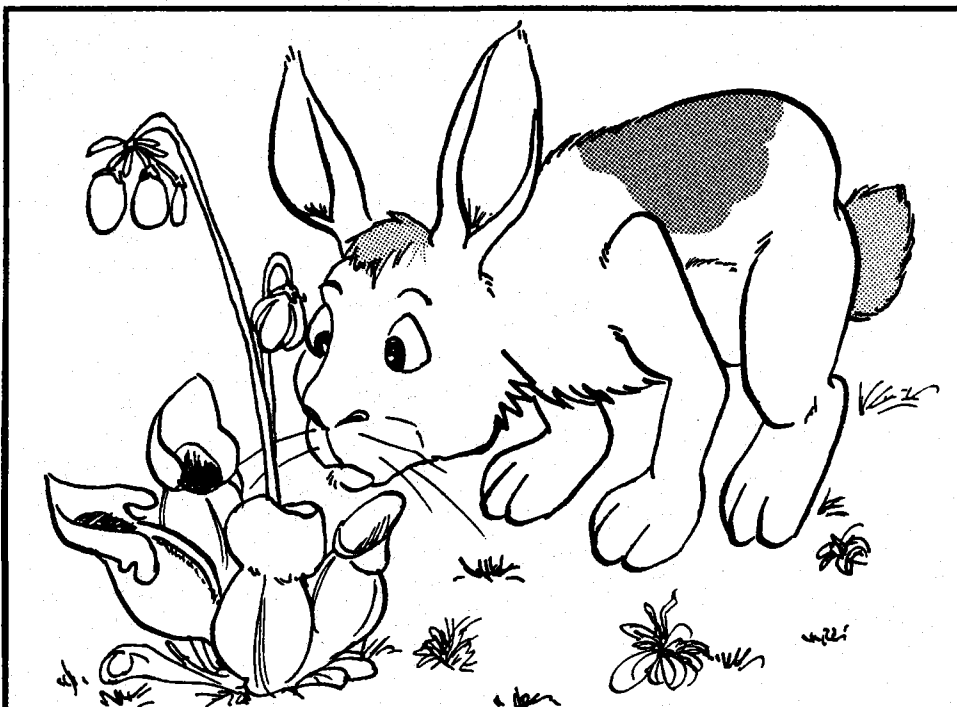
Tricksters, Gamblers and Thieves

Rabbits are great tricksters. Most of the great stories about rabbits relate this trickster nature – this is true, oddly enough, in stories told both by humans and by rabbits. Brer Rabbit, Zomo the Rabbit, Hare of the Indian legends – all of these characters outwit their foes with great inventiveness and regularity. Sometimes they get caught – but they always get away by their wits. Rabbits love to emulate these heroes, and raiding a garden or testing a fox is undertaken more often than one would expect from a species so small, defenseless and tasty.

Rabbits also love to gamble, and the GM can encourage this by having NPCs offer to settle differences through gambling contests. This might mean anything from making group decisions to dividing spoils to determining the leader of an expedition to selecting someone for a suicide mission, etc. Gambling among rabbits is a useful means of arbitration. The regular *GURPS* gambling rules may be used, or the players can try *Wager Tasks* or *Sticks & Stones*, both on p. 12. Players are encouraged to make up their own gambling games while keeping a rabbit's mathematical and manipulative limitations in mind.

Gambling is also a fine pastime to while away the winter hours. Cheating is not particularly frowned on in the rabbit world; some of their greatest heroes were basically cheats and thieves at heart. If you are caught at cheating, usually nothing more serious happens to you than losing the wager and possibly being cuffed.

Theft is somewhat more antisocial, though rabbits feel that life is too short to worry about possession of objects. Besides, it's much more fun to steal from humans and other species – nothing wrong with that! Stealing from another warren isn't really bad either, unless you're caught, of course . . . But the worst thing you can do to get another warren mad at you (at least the males of the warren) is to "steal" their does: entice some of the female rabbits to leave their warren to come to yours . . .



Wager Tasks

A wager task is a bet between two or more rabbits that a certain task can or cannot be performed in a specified time limit (usually before sunset or sunrise – see sidebar, p. 68). The procedure is to define the task to be performed, restrictions, and time limit. This information and the stakes are given to a neutral third party, the stakeholder, who is responsible for judging the success or failure of the task, and awarding the stakes. Some stake-holders may want a reward for their services.

After the wager is made, the rabbit(s) attempt to carry out the task during the normal sequence of the game. The winner's stakes are awarded only at the end of the time limit.

GMs may award an extra character point for this very rabbit-like behavior!

Sticks & Stones

Sticks & Stones is a simple gambling game for three players. In it, rabbits have the choice of presenting either a stick or a stone, simultaneously, without prior knowledge by other rabbits. One choice, *sticks*, represents a decision to cooperate against a common enemy, the fox. The other choice, *stones*, represents a decision to cheat in the hope of personal gain.

A vote at the beginning determines the stakes and identifies one player as the Fox. The other two players are called Rabbits.

All three players ante two units of the agreed stakes (such as two mushrooms, woven bags, herbs, nuts, apples, or even two truffles each).

The two Rabbits simultaneously present their choice of sticks or stones. For convenience, the players may use objects that may be concealed in one hand to represent sticks and stones, such as a die and a pencil. Each Rabbit starts with one stick and one stone, but only plays one of them at a time.

The choices of the two Rabbits, sticks or stones, may have three possible outcomes:

1. If both Rabbits choose sticks, then they have cooperated against the Fox, and they may equally divide the stakes (three units each). The Fox loses.

2. If one Rabbit cheats, but the other does not (one stick and one stone), the cheater (stone) receives four units of the stakes and the Fox gets back two units.

3. If both Rabbits choose stones, representing cheating, then each receives only one unit, and the Fox gets four units of the stakes. The Fox wins.

This sequence of play may be repeated until one player drops out, or until an agreed number of rounds have been played. If more than one round is played, the Fox has control over who will play the Fox during the next round. He may decide to remain the Fox, or he may decide to choose some other player to play the Fox.

enables a rabbit to know when to freeze and when to bolt. Any strange scent can be tested with a Survival roll – meat eaters give off a distinctive (and, to rabbits, offensive) odor.

A Survival skill roll can be used by any player as a substitute for the Common Sense advantage if the rabbit is in a natural setting. This is especially useful for city *players* who may not know how rabbits really behave in the wild: their characters would know! On the other hand, a rabbit raiding a farm or dealing with a Boy Scout troop is on his own – his survival skill might or might not help him when it comes to dealing with humans . . .

Tricks of the Trade

When a rabbit is discovered by a predator, nine times out of ten (at least!) he should run for cover.

What constitutes cover depends on the species chasing him. A burrow is good against anything larger than a rabbit – say, fox-sized or greater. But there might not be a burrow handy, and rabbits can only run 500 yards before becoming exhausted. So they should look for other opportune places, such as a hollow stump or log, a briar patch, underneath an outbuilding, etc.

While running, a bunny should bound in a zigzag pattern. Bounding is leaping while running, and minimizes the rabbit's scent trail. Zigzagging will also hopefully throw off those predators who hunt with their noses.

The double-back leap is risky – it's trouble if a DX roll is failed – but can be a lifesaver. E.T. Seton writes of watching a rabbit bound in a zigzag pattern while being chased by a dog. It went on predictably for a while, then suddenly leapt back at about a 120-degree angle, landed on a fallen tree about three feet off the ground – and *froze*. The dog continued forward, lost the scent, came back to the last place it had the scent, and sniffed all around the ground trying to pick up the scent again. Meanwhile, the rabbit was sitting stock still 10 feet away and three feet off the ground. Of course, the dog's nose was to the ground, and it never lifted its head to sniff at a log. It eventually gave up and went away.

Streams are handy for erasing scent, but if they are too deep to run in, a bunny will be slowed down – as well as exposed to water predators. Bounding up a boulder-strewn hill from rock to rock is a good trick, but a DX roll is required each turn to keep one's footing. Running around and around a boulder, then jumping on top of it, will throw most dogs off the trail – they'll keep following the scent on the ground over and over again!

If there's a wire fence that a rabbit can just squeeze through, he should race for it. He might even want to slow down just a bit, so the dog is right on his heels as he goes through the fence – the dog won't have time to brake, and will slam painfully into the fence!

Running by human garbage cans will often work. Predators can become distracted by a strong scent of meat scraps, and leave off the chase.

A rabbit can try to involve another creature in its fight for life, though this won't always be appreciated by the third party. Running a dog onto a skunk is a sure-fire way of removing it from action. In this case, the skunk won't be harmed, but a crueler trick would be to lead the predator to a prey species that is either easier to catch or considered tastier by the predator. This may distract the predator, but will probably earn the rabbit a bad reputation among neutral animals. If you can get two predators to fight each other, however, you'll probably get a good reputation! Mowgli used this trick in Kipling's *The Jungle Book* when he led the dhole pack onto the killer bees.

In general, a trick can be handled as a Quick Contest of IQs, or the rabbit may substitute Survival skill. The GM can reward any creative ideas with a bonus to the rabbit's IQ!

Mental Tricks

Not all escape tricks involve running. Consider the following scraps of dialog from various rabbit tales around the world:

"I've got you now, Rabbit!"

"Yes, Brother Bear, you do. I guess you'll have to eat me. Lord knows, I want to be a good host, but all I've got is my own sweet body – not another scrap of food in the house. Honor demands that I offer you something to eat, Brother Bear, so just go ahead and eat me quick. The only other food I know about is a stash of honey."

"Did you say honey, Rabbit?"

"Yes, Brother Bear, I know where a big batch of it is hidden, but you just eat me now, I don't want to drag out the agony any longer."

"Where is this honey, Brother Rabbit? . . ." and so on – he's hooked! The "honey" may turn out to be a skunk, a pit trap or a farmer's gun – though it may really be a cache of honey!

Or how about this one:

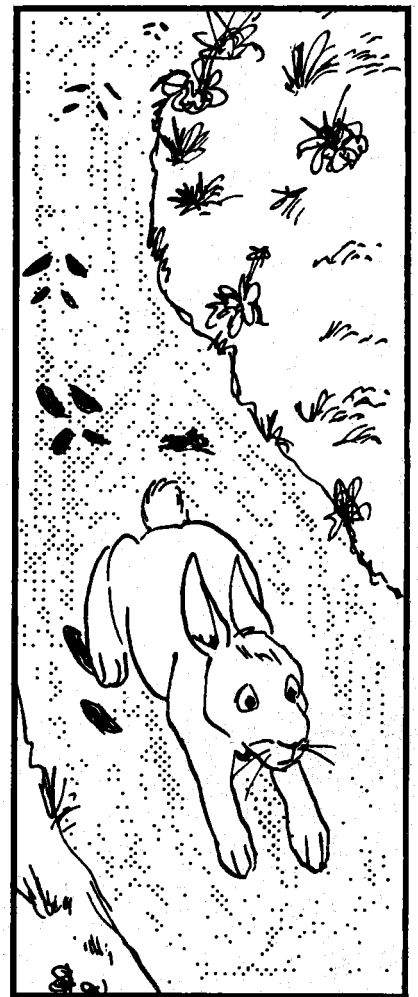
"Oh! Brother Cougar! Fancy meeting you here, what a surprise! I'm glad you came – I didn't expect to find you so soon!"

"Find me, Rabbit? What on earth are you talking about? Why would a rabbit try to find me? Don't you know I eat rabbits?"

"Yes, and most anything else, Brother Cougar, I know that well. That's what I told him – that you were the biggest, toughest cat around, but he didn't believe me, said he could lick ten of you. He said I had to find you and tell you that."

"WHAT! WHO CAN LICK TEN OF ME?"

"Th-th-the oth-th-ther b-b-big cat, Brother Cougar, but don't yell at me, sir! I stood up for you, but he wouldn't believe me! . . ." and so on. The "other big cat" may turn out to be "at the bottom of a well." When the cougar looks down, he sees his image snarling back at him and is so outraged he jumps down to kill it . . .

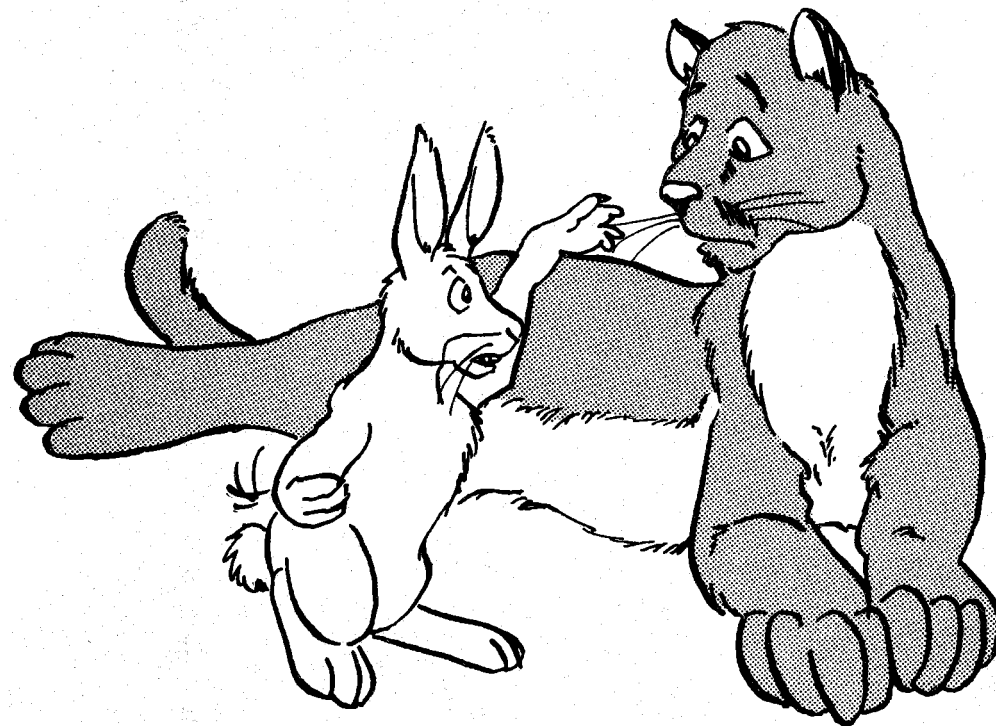


Mavericks

Rabbits that live alone for a significant part of the year are called mavericks. These are usually males who aren't strong enough to win a mate, and don't care to be bullied by the other males. Some mavericks become a sort of picket watch; they don't live far from a warren and will thump a warning if they become aware of any danger. These mavericks tend to be lonely, and appreciate small amounts of kind attention – though they can't abide too much. They generally have a very low self-image, and tend to Shyness, often severe.

Other mavericks are harder souls who venture farther out into the world. They may be bitter, or adventurous, or simply free spirits who can't bear routine. They often prefer danger to a repetitious way of life. Some may be wandering traders, with herbs, goodies, stories or information to barter.

Mavericks are especially vulnerable to Enthrallment – see p. 50. Remember that rabbits at heart are social animals, and even the most cynical malcontent was once a kitten who listened to stories in his mother's nest . . .



Thumping

Rabbits warn each other of danger by *thumping*. This is a rapid, loud beating on the ground with the hind feet. A good, loud thumping should be done as a separate action, but it may be done while running if need be. In this case simply subtract 3 from the thumping rabbit's Move for a turn – he is then running very “heavily,” thumping as he goes.

Thumping can be heard at great distances if taken as a sole action. Keen-eared and close to the ground, a rabbit can detect thumping at a half mile away. Heavy running thumping can be heard 50 yards. Most picket guards are very dedicated, and take the extra second to warn the warren – even if their own life is in danger.

Territorial Behavior

Many species are territorial, including rabbits. This has a big effect on how they behave facing a given stranger.

A rabbit on his home ground is bolder when facing a strange rabbit than he is if he is on the other rabbit's territory. The players should simply roleplay this, while the GM can adjust an NPC's reaction by modifying the die roll on the Reaction Table (p. B205) accordingly. Thus, if the PCs are the invading rabbits, they will be met with stiff resistance. On the other hand, if rabbits from another warren raid the PCs' home warren, they will try to do it without open confrontation – they will not be so bold as the PCs are likely to be.

This behavior is easily observed in birds, where each bird is king of his own tree and can easily chase off intruders. Likewise, he can be easily chased off by other birds if he goes outside his own domain.

Boundaries tend to be fairly sharply defined. Male rabbits patrolling their kingdoms lay down a scent trail from their chin glands (as well as urine and feces), and they rarely go beyond the same route. The size of the home territory depends entirely on the aggressiveness of the king.

Herbivores, including rabbits, tend to be territorial only with other members of their own species, while predators act this way toward most other creatures invading their territory.

Or even this bit, when the rabbit sees what appears to be a dead fox laying by the trail:

“Hmm – it *looks* like a dead fox, but it doesn't *act* like a dead fox. Very strange. Dead foxes usually kick up their hind legs and yell ‘Wahoo!’ when a rabbit comes near. I don't think it's really dead.”

At this point, the fox kicks up its hind legs and yells “Wahoo!” and the rabbit is long gone before the fox can regain its feet . . .

See the bibliography for books of trickster tales. The smart player will read some of these, and tell a story at an appropriate time. He can later try the trick, the NPC's reaction having been suggested to the GM!

Food and Energy

There is a wide range of food available to rabbits, ranging from common grass to rare truffles.

Humans in our affluent society take food for granted, but no animal does. It is on their minds more than anything else.

Detailed energy rules are found on p. 76. What every rabbit would know about food, however, is that some is better than others. In order from least nutritious to most nutritious, common foods are grass, clover, dandelion and other weeds, edible mushrooms, edible berries, lettuce, garden greens, garden roots, oats and other grains, fruit and truffles.

Truffles

Truffles are fungi that grow underground, from 6” to 24” below the surface. There are many varieties, the best being black truffles, followed by white, then red. Black and white truffles are found near the roots of oak trees, while red ones are found attached to beech trees. All are found in open woodland country.

Rabbits can locate truffles by their smell, as can squirrels and pigs. Truffle flies also can be observed at sunrise or sunset flying over truffles that have split the ground.

Truffles range in size from that of a pea to that of a good-sized potato – they average between the size of a walnut and an egg. The large ones weigh ¼ pound, while the average truffle weighs ⅛ pound.

A truffle smells divine, and the odor is quite strong. There is no way to disguise the smell of a truffle, except by treating it with the herb Fumitory. If carried in a backpack, it can be smelled up to 10 yards away.

All herbivores and omnivores love truffles, including such creatures as bears, badgers, skunks and raccoons. Felines and Canines do not care for them, however, nor do members of the Weasel family or rapacious birds, such as hawks, owls and eagles. Pigs would do almost anything for a truffle, as would squirrels. Birds like them, but don't value them as much as most mammals do – most birds' sense of smell is undeveloped, and truffles just don't excite them.

Truffles are *very* nutritious – one will keep a rabbit going all day! They will keep if the skin is unbroken – once the skin is broken, they need to be eaten within the hour or lose all their value and savor. Otherwise, truffles will keep for a month if kept dry and cool. After that, their trading and energy value decreases – halve it monthly, rounding down. Thus, a truffle that has been dug up between one and two months ago is worth half value, and one dug up two months to three months ago is worth one quarter value.

Grooming

Rabbits are clean animals by nature. Their toilet consists of lots of washing with tongue and paws as well as scratching pests off. They are prone to fleas, mites and other pests, but good grooming removes most of them daily.

A rabbit spends a good part of its day grooming. Detailed rules for this are optional – most GMs and players will assume that all rabbits take care of their hygiene. Should a rabbit be unable to groom for some reason – a prisoner, sick, wounded, etc. – or unwilling to groom because of an Odious Personal Habit, the GM may assess pests and disease. See p. 81.

Mating

In the mating season, does (female rabbits), come into estrus every week. Male rabbits scuffle a bit over who gets to mate with a willing doe, but there are usually well-defined levels of hierarchy: most males know whom not to fight. Few mating battles result in serious wounds, though two evenly matched bucks may actually fight to the death.

The mating season is five months long, but *which* five months varies from climate to climate.

Charisma, Appearance, Sex Appeal and good Attributes all play a part in the mating rituals. A doe will favor the best buck overall – what *that* means depends on the individual doe! Males can mate with more than one doe, but there is semi-monogamy in rabbits: a doe *will* bond with a single buck, though he will often mate with unattached does that he does not live with. Attempting to mate with another buck's bonded doe is usually cause for a fight to the death, rabbit stories notwithstanding.

Pregnancy lasts about four weeks and results in *lots* of kittens! (That's all the players would know, anyway . . .) In an overcrowded warren, the does can actually resorb the fetuses within the first three days of pregnancy – see sidebar. Miscarriages also occur when the population density is too high.

Kittens are weaned in four weeks – a doe is unable to adventure for more than a few hours during that time. A doe can mate two days after kindling (giving birth), so the next litter usually appears just when the previous litter are on their own! There is a high mortality rate among kittens . . .

The players and GM are free to play out their characters' mating as much or as little as they want.

Other Species

For some bizarre reason, Cunicula is inhabited by many other animals aside from rabbits. Perhaps it is good – this gives the rabbits someone to feel superior to and to trick now and then for the sport of it. The danger that predators represent adds spice to life – though most rabbits would prefer a milder fare.

Neutral Animals

There aren't any actual *friends* of rabbits, as such. While non-rabbit *individuals* may indeed become friends with a rabbit or two, there is no entire species that can be called an automatic friend to bunnies.

There are, however, a fair amount of *neutral* animals. These species are either herbivorous or they prey on creatures no bigger than insects, and so don't want to eat rabbits. Some of the herbivores aren't even in competition for the same food source – squirrels don't eat grass, for example, although there are foods that both squirrels and rabbits do eat.

Neutral animals have their own lives to live, and usually can't be bothered helping rabbits – except for a price, of course. Some animals may help a rabbit out of sheer boredom, but most herbivores need to eat too frequently to be bored for long. While some animals hate predators enough to want to help a rabbit stymie them, others would just as soon the carnivore eat the rabbit and not them!

Freezing and Bolting

When to *bolt* and when to *freeze* are the two biggest lessons a rabbit needs to learn. Any player who is uncertain which would be the better strategy at the moment should roll against Survival: on a successful roll, the GM will say which is *usually* better in this situation. Remember that this is *not* necessarily the best answer in any situation involving humans!

In general, a bunny should *bolt* when a predator is very near and is aware of the rabbit. In this case, flight should be all-out, and aimed at a safety spot: a burrow, a briar patch, a hedge to dodge in and out of, etc. Rabbits are *not* endurance runners, and some of their foes are!

A bunny should *freeze* if the predator is outside the "fleeing distance" or has not yet seen the rabbit. In freezing, a rabbit presses himself flat to the ground and *does not move*. Even the heartbeat drops to half its normal rate – involuntary movement is also reduced to a bare minimum.

The *fleeing distance* is the distance a predator can approach a "frozen" rabbit before it will bolt. This distance will vary with the paranoia of the rabbit, the nearness of secure shelter and the speed of the predator, but is usually around 10 to 20 yards.

Birth Control

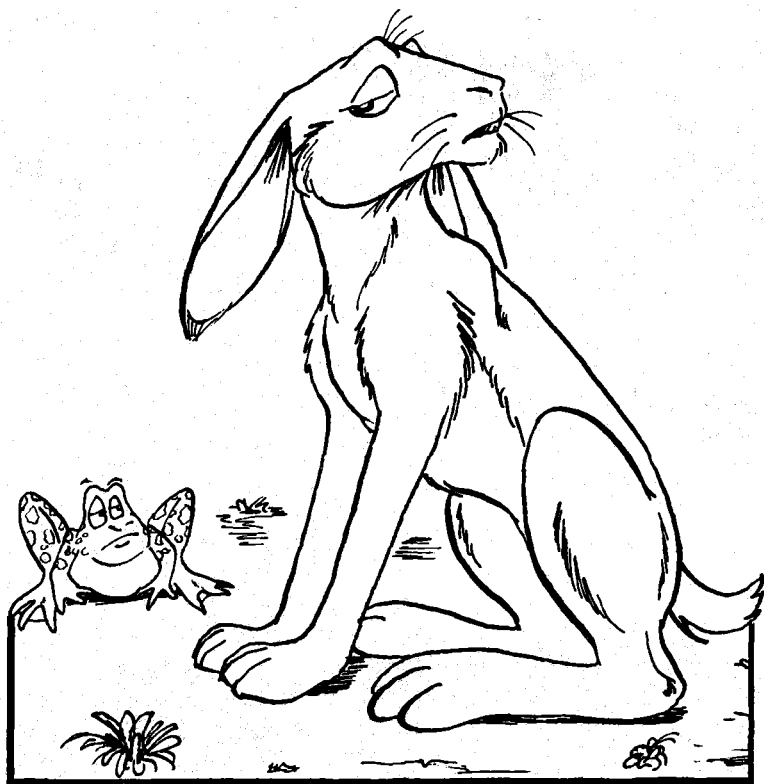
Players playing female rabbits may attempt natural birth control: the rabbit phenomenon known as "resorption." In resorption, the embryos are absorbed back into the mother's body. This occurs only within the first three days after impregnation.

After any mating while a doe is in estrus, she should make a HT roll. On a successful roll, she's pregnant.

A doe may try to resorb the litter once each day for the first three days of pregnancy. Roll vs. Will, modified as follows: +10 -HT +/- any population modifiers. For a crowded warren, the population modifier is +1 to +3. For an underpopulated warren, the modifier is -1 to -3.

On a successful roll, she has resorbed the litter. On three failures in a row, she will carry the kittens to term.

Example: Isabella lives in an uncrowded warren (-2 to the roll) and has IQ 12, HT 12. She wishes to resorb the embryos, so she rolls against her Will (12) plus 10 minus HT (12) plus the uncrowded warren modifier (-2). This totals 8 – if she rolls 8 or less, she may resorb the litter.



Lecherousness

The Lecherousness disadvantage deserves special mention in this genre. Sex is cyclic in rabbits – a doe has definite body rhythms and is *not* open to sex when her body is not ready. Males are actually only capable of sex about five or six months a year – at other times, there are physical changes that make it impossible.

Nonetheless, Lecherousness may still be taken as a disadvantage. This refers to being more lecherous than other *rabbits*, of course – it has nothing to do with human standards. During mating season, a lecherous bunny will think of little else, and will get into a lot of fights – or cause a lot of fights, if female! A lecherous male would be very reluctant to go on an adventure during the mating season, unless it's off to find more does. If there are no female rabbits around, the lecherous male rabbit will attempt to impregnate other species or even inanimate objects! Ask any rabbit owner – chickens, soccer balls, rocks, shoes – nothing is safe from a male rabbit in the mating season if he can't find a doe . . .

During the off-season, the lecherous character will tell lots of sexual jokes and boast of conquests. Every day he'll test the air to see if it's almost mating season yet (see *Time*, p. 68).

This type of roleplaying might be just your style, or it might get tedious quickly. Be considerate of those in the group if they are bored by it, and consider buying Lecherousness off if no one else is enjoying your playing it to the hilt. The genre seems to produce enough bunny jokes as it is.

So one never knows how a neutral animal will react – it may be helpful, it may be sympathetic but unwilling to help, and it may even laugh at the cocky rabbits caught in a trap! Note that a bribe – er, offer of payment – will often grant a bonus on the Reaction Table (p. B205).

Truffles are a good bartering commodity; every herbivore and omnivore *loves* truffles, and they are highly nutritious in this game. Swapping a service for a service is often useful, too – but the other creature may demand the rabbits perform their service first. Rabbits have a tricky reputation with some species . . . Information is another good bartering tool; sometimes it pays to know of a source of some other species' favorite food that a rabbit wouldn't touch.

Some common neutral animals include any herbivore, such as most rodents, some birds, most herd animals, many domestic animals and hares. Animals that eat insects are also neutral animals: many other birds, toads, some fish, most bats, moles, shrews, and so on.

Hares and Cottontails

Hares and cottontails are cousins of rabbits – the differences between hares, rabbits and cottontails are spelled out in the sidebar on p. 5. They can't interbreed, and aren't attracted to each other – unless lecherous and desperate!

Stats for hares are given on p. 88. A cottontail is about the same size as a rabbit – simply use the rabbit character creation system for a cottontail. Females don't get a bonus to Architecture, though: they don't dig anything more elaborate than a form. Cottontails and hares speak Lapine and Common Lagomorph.

Some hares and cottontails live in deep woods, which rabbits find strange. Even stranger, some live in swamps and love to swim. Substitute the appropriate type of Survival skill as their native skill at IQ.

In general, the rabbits should expect a hare or cottontail to be friendly (though slightly less social than a rabbit), and probably helpful – but possibly only for a price.

Shady Characters

There are many species that aren't quite large enough or fast enough to attack a full-grown, healthy rabbit, but that enjoy the taste of rabbit meat. These are known as "shady characters" in this book. The party should be on their guard when dealing with them – a high Hedgewise skill helps in dealing with these folk.

A shady character would *love* to eat a rabbit, but doesn't want to fight a healthy one. They may help a party of bunnies, especially if what the rabbits are doing is dangerous. They're not above eating bunny meat should the plan fail. Or they may have a grudge against the idiot dog the group is planning on bamboozling, and so will offer their support just for fun. Then again, they may not aid any rabbits at all, or even worse, pretend to and secretly plot against the PCs. You pay your truffles and take your chances . . .

Most shady characters *will* attack a lone wounded rabbit or a rabbit kitten. The quickest way to attract their attention is to play dead! Be careful not to get too close when talking to them!

Common shady species are crows, jays, rats, skunks, raccoons, ravens, opossums, falcons, insects that eat dead animals, buzzards, some fish, snapping turtles (if on land), and any other carrion-eating animals.

Enemies

There are, alas, all too many of these. They usually can't be bribed, only escaped, tricked, or occasionally defeated. There isn't much to say about predators: avoid them! They don't listen to reason, only to their stomachs. Parasites fall into this category, by the way: speaking Insectine won't convince a flea to leave a rabbit alone . . .

Common foes are dogs, cats, foxes, wolves, hawks and other birds of prey, bears, wild dogs, coyotes, badgers, weasels, mongooses, wolverines, bobcats, cougars, snakes, pikes, alligators, and humans (who are treated separately, below). There may be others the Game Master doesn't want you to know about . . . Suffice it to know that many things on this earth consider rabbits to be the tastiest food around – keep your distance!

It is remotely possible that rabbits and predators will have to band together occasionally – human destruction of habitat is a good case where it would be mutually beneficial, for example. These alliances are always shaky – neither side trusts the other very far, usually for good reason.

Humans

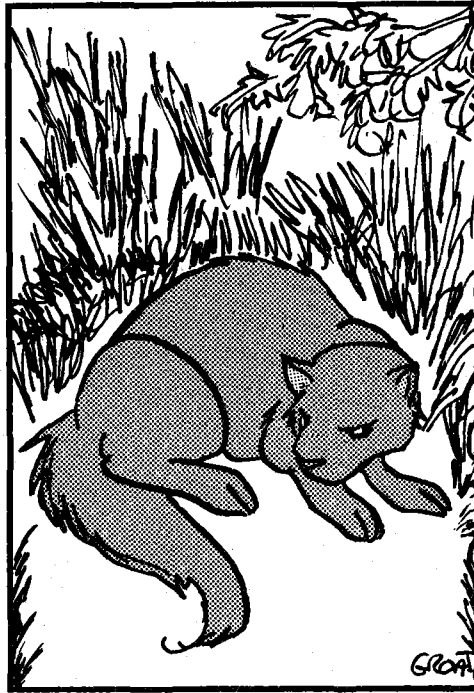
Humans are a puzzle. Rabbits can communicate with any other animals, but humans are impenetrably dense. There is no rhyme or reason for anything they do – except raising vegetables and shooting predators. These are the only things about humans that rabbits can ever hope to understand, though they will never be able to emulate these admirable activities.

Some humans fire guns at rabbits on sight; others point and make strange “Ooh!” noises, which is almost as frightening. Some sic their dogs on rabbits; others set out traps and other poison for rabbits to eat. While it is known that humans sometimes eat rabbits, no rabbit can understand why they use poison, which would ruin the meat. Some humans even shoot foxes, which is clearly silly: few meat-eaters would eat a fox, as they have a strong, unpleasant odor. On the other hand, rabbits rarely complain about this particular manifestation of human insanity!

Humans pour vile smokes into the air, making breathing unpleasant near their towns or roads. Yet others go into the wilderness with backpacks and no dogs or guns and seem to enjoy the fresh air – strange creatures, humans. Totally unpredictable. One might catch a rabbit and simply pet him and release him, while another might catch him and break his neck and off to the stewpot he goes. There are rumors of worse things that humans do to rabbits they keep in cages: rub harsh ointments on their bodies and somehow put disease into their bodies – but these rumors are too horrible to be believed . . .

One very important thing about humans: they like to think they are the only sapient race on the planet. Best not to let them see you carrying a backpack, or using machinery in any way.

All in all, best to avoid them – except their gardens, of course . . .



Special Foes

Mongooses

Mongooses are an especially dangerous enemy. Rabbits know little about them except that they hunt in packs and prefer to ambush their prey rather than chase it long distances. Some survivors of mongoose ambushes have brought back reports of use of bait, rocks rolled downhill, and other tricks that most predators don't use.

In other words, these foes tend to use a rabbit's own weapons of trickery and guile – be careful!

Weasels, Ferrets and Snakes

There are stories that weasels, ferrets and some snakes are able to hypnotize prey. The predator is said to dance (or weave, in the case of a snake) as it approaches a victim, and the victim is unable to tear his eyes away or move at all – except to tremble in shock. This may or may not be true – but bunnies should be careful not to look at these creatures too closely, just in case!

The Lagocentric Universe

Humans consider themselves the epitome of creation. No other animal, no matter how intelligent, can do what we do. This is generally conceded even by extreme nature lovers.

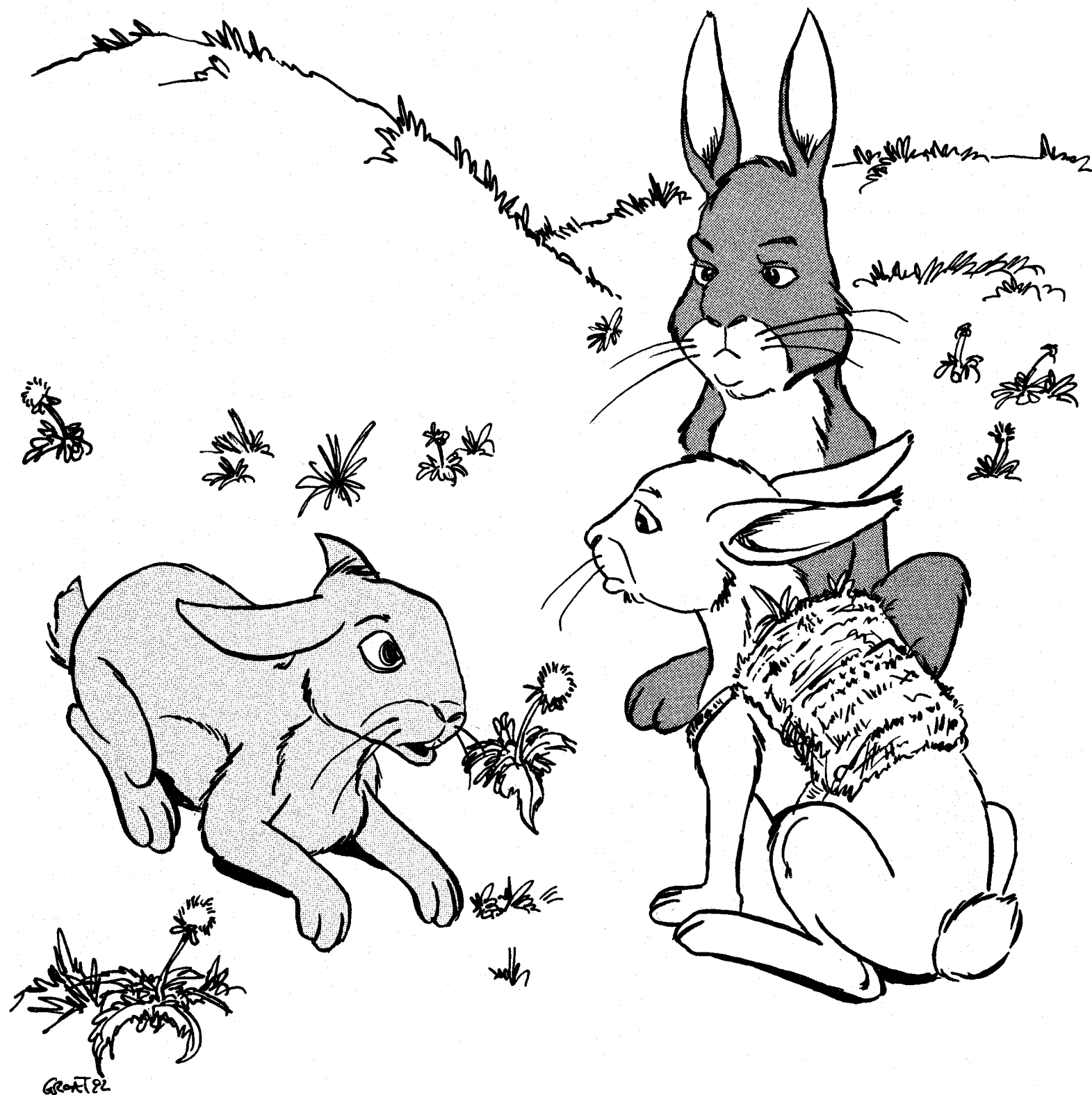
Rabbits have the same attitude, of course: bunnies are the epitome of creation. Likewise, foxes are sure that the entire evolutionary process labored to produce foxes, and mice know that all other species are inferior to mice, and so on.

This does not mean that there are not animals that are insecure – of course there are, just as there are insecure humans. But each *species* as a whole is convinced of its superiority. Just because humans or wolves can slaughter rabbits without trying very hard does not make them superior. Does a human caught by a Great White Shark consider it morally or intellectually superior?

Remember that many human inventions are so far beyond a rabbit's comprehension that they don't appear as marvelous as they should. Rabbits admire human engineers more for the concept of a spade and hoe than for an automobile. There are many friendly debates during long winters about whether human engineering feats are a sign of instinct or intelligence. After all, beavers build dams and *they're* intelligent – some of them, anyway. Didn't Black Spot, the great gambler, lose a truffle last year gambling with a beaver? And beavers are at least smart enough to converse with – that one by Pike Pond speaks Lapine quite well, though with a barbarous accent, of course. But who has ever spoken with a human? No, they're more on the same level as ants, who also have domesticated other species . . . The arguments go on and on . . .

2

CHARACTERS



Changes in Scale

Since the player characters in this genre are ordinary-sized rabbits, there are several necessary changes in scale.

Attributes

An obvious major change is in attributes: the average rabbit has ST 10, DX 10, IQ 10 and HT 10. (This means that human stats will be very different in this game – see p. 5.)

A rabbit is the norm for all attributes so that the game mechanics of character creation outlined in the *GURPS Basic Set* remain unchanged. The average rabbit has IQ 10. If you want to play a very smart rabbit, you can pay 45 points to get IQ 14, as usual. It is important to realize that this IQ 14 refers to *rabbit intelligence*, though – not human intelligence. On this scale, the average human has IQ 30+!

Size, Speed and Linear Scale

Size: An average rabbit is 15", stretched out. Add 1" for each level of ST above 10, and subtract 1" for each level of ST below 10. E.g., a ST 12 rabbit would be 17" long, stretched out.

A female rabbit is slightly larger than a male rabbit of the same ST: add 1" to the above figures for a doe.

Speed: A rabbit's *Basic Speed* (and therefore *Move*) is figured differently than a human's. *Basic Speed for a rabbit equals (HT+DX)/2*. Since rabbits also have the Running skill at HT for no cost, the average rabbit has a Move of 11. Other creatures will have a speed assigned to them in the *Friends and Foes* chapter, starting on p. 82.

See *Defense*, below, to determine Dodge for a rabbit.

Linear scale: hexes remain unchanged at one yard to the hex. This means that a gamer used to the Advanced Combat system can use a hex map without adjusting his concept of distances. However, given the small size of rabbits, this also means that two bunnies can occupy the same hex without necessarily being in Close Combat. This is covered on p. 61, *Advanced Combat*.

Encumbrance and Weight

The Encumbrance game mechanics are left unchanged by use of *Rabbit Pounds* (R-lbs). Figure encumbrance normally, using

the ST multipliers on the character sheet. However, anything carried will have to be converted to rabbit pounds by the following formula:

1 human pound = 40 R-lbs.

2 human ounces = 5 R-lbs.

An object weighing an ounce is rounded to 3 R-lbs.

Thus, a large apple weighing ½ lb. (human scale) weighs 20 R-lbs, meaning a rabbit of average ST is not encumbered (barely!) carrying an apple, but a weaker rabbit is lightly encumbered.

More examples:

Item	Human Weight	Rabbit Pounds
Apple	4-8 ounces	10-20 R-lbs.
Bell Pepper	4-8 ounces	10-20 R-lbs.
Cabbage head	2-5 pounds	80-200 R-lbs.
Carrot, one root	2-6 ounces	5-15 R-lbs.
Celery, one stalk	4 ounces	10 R-lbs.
Corn, one ear	½ pound	20 R-lbs.
Lettuce head	12-24 ounces	30-60 R-lbs.
Lockpick, one	1 ounce	3 R-lbs.
Pliers	10-14 ounces	25-35 R-lbs.
Putty Knife	2½ ounces	6 R-lbs.
Rock, Large (for rabbit)	1 pound	40 R-lbs.
Screwdriver, average	6-8 ounces	15-20 R-lbs.
Truffle	2-4 ounces	5-10 R-lbs.
Turnip	1-5 pounds	40-200 R-lbs.
Vise Grips, 7"	12 ounces	30 R-lbs.
Wire Cutters, Electrician's	6-8 ounces	15-20 R-lbs.
Wire Cutters, Heavy-duty	12-32 ounces	30-80 R-lbs.

The average ST 10 wild rabbit weighs 4 human pounds, or 160 R-lbs. Each additional ST increases weight by 10 R-lbs – thus a ST 14 rabbit weighs 200 R-lbs (5 human pounds). Note, however, that hutch rabbits often have the Fat disadvantage: a captive rabbit may be much larger than a wild one, but not be as strong due to being overfed and under-exercised.

Tech Level

Some skills are Tech Level skills. These skills have TL following the skill name, both in the *Basic Set* and in the skill lists in *GURPS B&B*. For rabbits, this is largely Architecture, Engineer, Mechanic, Medical skills and various scientific skills. All are TLR which stands for Tech Level: Rabbit, of course. Think of it as Pre-Stone Age, if you prefer.

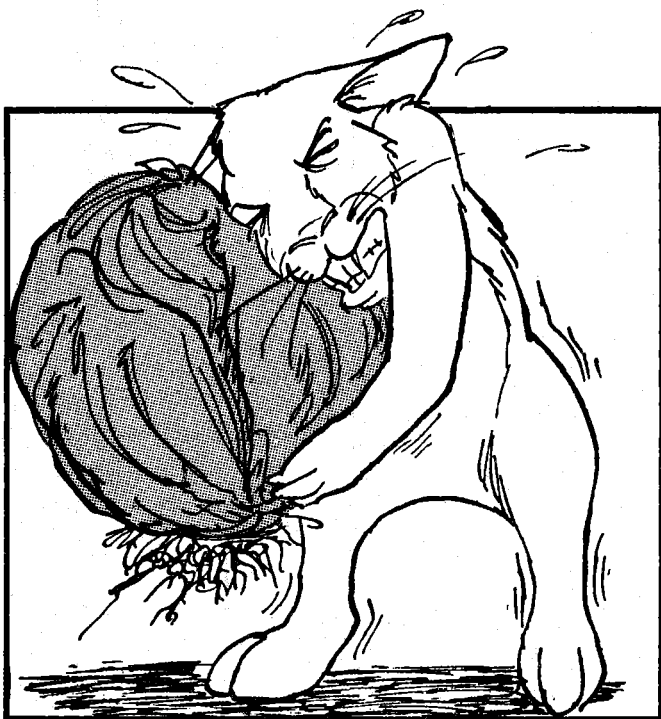
The specific meaning of Tech Level: Rabbit for each skill is discussed in the *Skills* section. Exceptions are Engineer and Mechanic, which are discussed on p. 73.

Age

Substitute *months* for *years* in general in the discussion on p. B83, and specifically 12 months for 18 years and 72 months for 50 years. While not strictly accurate, it is close enough for game purposes. Thus, a PC rabbit must be at least 12 months old unless he takes the Youth disadvantage.

Defense

Bunnies are good dodgers. A rabbit's Dodge is half Basic Speed, plus 1. Do not round down yet – this may be increased by Combat Reflexes (p. B20) and a Combat skill bonus – see below.



Examples: A bunny with DX 12 and HT 11 has a Basic Speed of 11.5, and a Dodge of 6.75. A rabbit with DX 14 and HT 12 has a Basic Speed of 13, and a Dodge of 7.5.

Unless the GM is playing a highly cinematic campaign, most of the characters will not have armor, shields or weapons. This means there will be no Blocking or Parrying, no PD, and no DR (except Toughness).

To bring defenses up to a level that most *GURPS* players can feel comfortable with, the All-Out Defense maneuver has been expanded (see p. 59), and the two Combat skills (Brawling and Bun Fu) grant a bonus to Dodge.

Bonus from Combat Skills

Brawling and Bun Fu skills add to Dodge. $\frac{1}{10}$ of Brawling skill is added to Dodge, or $\frac{1}{3}$ of Bun Fu skill is added to Dodge.

Only one Dodge bonus may be used. Round down *after* adding to the basic Dodge determined above.

Examples: A bunny with Dodge 6.75 (determined above) has Brawling-15. $\frac{1}{10}$ of Brawling skill = 1.5, added to Dodge 6.75 = 8.25, which rounds down to Dodge 8. The other rabbit in the example above has Dodge 7.5. If he has Bun Fu-13, he adds 2.6 ($\frac{1}{3}$ of 13) to his Dodge, which equals 10.1. This is now rounded down to Dodge 10. If he also has Combat Reflexes, his final Dodge would be 11 – and if he retreats in combat, he would roll against a 14 to avoid injury!

Damage

Damage determination is detailed in Chapter 4, *Bunny Battles*. Briefly, *Clawing* does Thrust-2, *Kicking* does Thrust, and *Biting* does Swing-1. Bun Fu and Brawling add to this damage, however – see pp. 52 and 53.

Advantages

Most *Basic Set* advantages can be used “as is” in *GURPS B&B*. Some are prohibited, a very few are altered, and there are some new ones to consider.

Inherent Advantages

Every rabbit has the following advantages at no cost.

Enhanced Speed

0 points

Every rabbit determines his Basic Speed by dividing the sum of DX + HT by 2, not by 4 as humans do. This affects Move – even Combat Move. A Lame rabbit is -3 to Basic Speed.

Peripheral Vision

0 points

Every rabbit has Peripheral Vision at no cost. The description in the *Basic Set* is accurate, but use the diagram at right instead of the one in the *Basic Set*. A rabbit's peripheral vision is wider than humans'!

Note there is only one “flank” hex, and there are *no* adjacent rear hexes. The three hexes marked “R” may be attacked with the right paws (Claw or Kick) and seen with the right eye; hexes marked “L” may be attacked with the left paws and seen with the left eye. Attacking directly to the rear is only possible with the Bun Fu maneuver, Back Kick.

“DV” = depth vision. These are the only spaces in which a rabbit can see an object the way a human sees it.

Prohibited Advantages

The following advantages are not allowed in the *B&B* campaign unless the GM is running a very unusual game!

Eidetic Memory

see p. B20

This advantage does not fit the genre – while animals do remember things, they live largely in the present. However, see the new advantage *Eidetic Sense of Smell* on p. 22.

There is an Herbal Concoction, Heedwell, that temporarily grants the total recall aspect of the Eidetic Memory Advantage. It does not affect skill levels, however.

Lightning Calculator

see p. B21

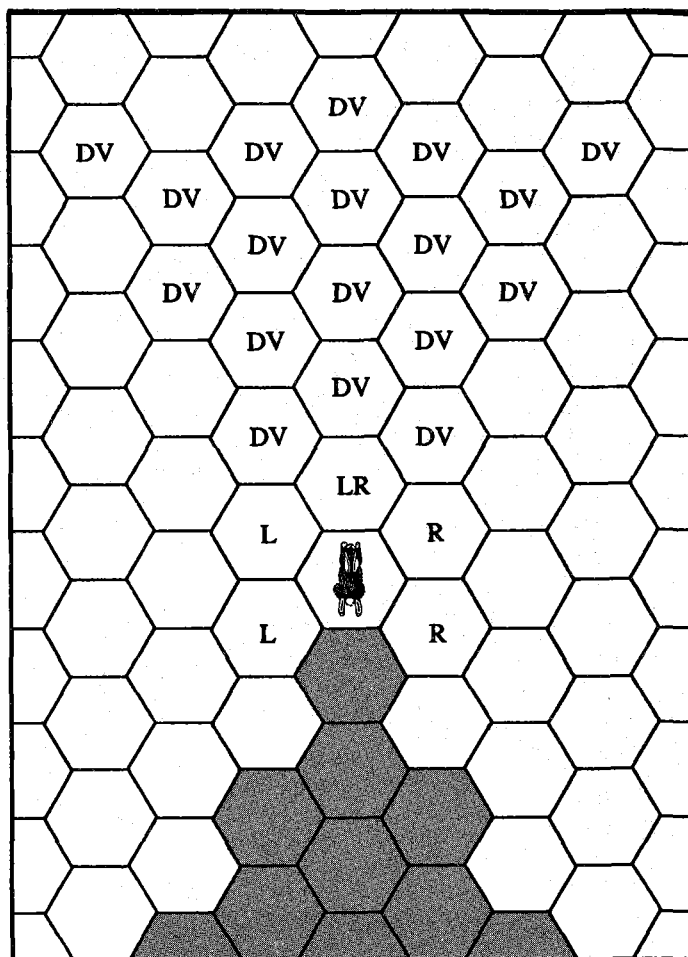
Rabbits cannot count above 4. They count, “One, Two, Three, Four, LOTS!” – see sidebar, p. 66. Any mathematical calculation that involves a number over 4 is not allowed, so this advantage is totally unnecessary!

Literacy

see p. B21

Rabbits cannot read. While the GM may allow very clever rabbits to invent their own pictographic codes, this should be developed during the game and does not cost character points. No rabbit should start out knowing such a code. A pictograph represents a word, not a sound: danger, truffle, dog, etc. Since a pictograph is either scratched in the dirt or bitten into bark, it has to be very simple. Try fine carving with your teeth!

To better simulate the “realities” of such a system, do not let the players make a dictionary of any code they develop. They



may draw a symbol on a piece of paper, but they shouldn't put a human word by it! The *players* have to remember all the symbols themselves, which might make for some amusing – and quite accurate – confusion. An IQ roll should *always* be required to understand a pictograph – rabbits can't really remember these things consistently.

See also the Heraldry skill, p. 26.

Magical Aptitude *see p. B21*

This is up to the GM, of course. The addition of magic will significantly increase the potency of rabbits, however, and change the nature of the game considerably. Much of the charm of the genre is that the PCs are so vulnerable; introducing bunny mages will change this basic background.

Also, see sidebar, p. 35.

Magic Resistance *see p. B21*

If the Game Master is allowing magic, he should allow this advantage, also.

Musical Ability *see p. B22*

In the “pure” *B&B* genre, rabbits don't sing or play musical instruments. However, there is no reason why rabbits could not sing (instruments would be much harder to work into the setting, though). If the GM wants music in his campaign, he should allow this advantage.

Wealth *see p. B23*

There is no money in this game. Food is the basis of barter, but no rabbit may start with a hoard of food. The king may dole out truffles when the PCs are sent on a mission, however. See *Truffles*, p. 14.

Differences in Existing Advantages

The following advantages from the *Basic Set* have special meaning and/or different costs in *GURPS Bunnies & Burrows*.

Acute Smell/Taste *5 points/level; see p. B19*

Because the sense of smell is much more important to rabbits than to humans, this advantage grants more benefits, and costs more.

Add the level of Acute Smell/Taste to the following skills: Tracking, Survival, Detection of Traps and Detection of Poisons. Note that Acute Smell/Taste does *not* add to the *manipulation* of traps, or *knowledge* of traps or poisons – only their detection.

Acute Smell/Taste is also necessary to be a good Herbalist – see p. 38.

Alertness *8 points/level; see p. B19*

Alertness grants the same bonuses to skills that Acute Smell/Taste does, above, so is worth more than it would be for humans.

Allies *varies; see pp. B23-24*

It's possible to have a non-rabbit as an ally. Any animal that can do exceptional things – such as fly, manipulate objects well, carry heavy items, serve as a riding animal for the bunny, frighten away predators, etc. – should be very expensive. Treat them as being built on *at least* 201 points.

Other animals, such as chipmunks, moles, or beavers, will be much cheaper allies, and possibly even dependents. Since point costs for non-rabbits are not given in the book, the GM determines how much a non-bunny ally or dependent is worth.

Animal Empathy *15 points; see p. B19*

Since animals in this game are considered other races for all intents and purposes, “Animal Empathy” is really not quite an accurate name. “Other Species Empathy” or even “Xenoempathy” may be used if desired.

Animal Empathy costs 15 points and is the equivalent of Empathy for all non-rabbit animals except humans (and high-IQ aliens, if the GM introduces them). Treat it as the Empathy advantage when dealing with other species, including any bonuses such as +4 for Detecting Lies.

Animal Empathy also gives a +3 bonus to Zoology.

Charisma *5 points/level; see p. B19*

Charisma is essential if a Storyteller wishes to *Enthrall* an audience – see p. 50.

Empathy *15 points; see p. B20*

In addition to its normal functions, Empathy is a prerequisite for the psionic power Empathic Healing. See p. 33.

Legal Enforcement Powers *5 points; see p. B21*

In some warrens, the Warren Watch will also have Legal Enforcement Powers, and this advantage is a prerequisite to membership. In most warrens, however, the Warren Watch deals merely with outsiders, and doesn't police the warren at all.

In some warrens, there may be a small body of rabbits appointed to deal with internal problems. Such a body would be separate from the Warren Watch. In most warrens, though, the king and the captain of the Warren Watch the only rabbits with such powers. While they may “deputize” other rabbits to quell a sporadic problem, such temporary duty does not require the Legal Enforcement Powers advantage.

Mathematical Ability *10 points; see p. B22*

Most rabbits can only count to 4 – see sidebar, p. 66. A rabbit with this advantage can count *twice* that high – to 8! The character may count, “One, two, three, four, four-one, four-two, four-three, four-four,” but most rabbits will not understand what he's talking about. Most bunnies will think he has a Delusion.

Since the ability to count higher than other rabbits is an advantage in bartering, this advantage gives +2 to Merchant skill.

Night Vision *10 points; see p. B22*

All rabbits have Night Vision compared to humans, except those who take the new disadvantage, Night Blindness (see p. 24). Instead of giving all rabbits Night Vision as an inherent advantage, however, *GURPS B&B* treats most humans as having Night Blindness, instead! Thus an individual rabbit may take the Night Vision advantage, which means that he sees even better than most rabbits do in the dark.

Status *5 points/level; see p. B18*

In this book, there are only four levels of status (levels 0-3), but a GM may have more. There may be a Status 4 Rabbit Emperor somewhere to whom all king rabbits owe at least lip service allegiance. There may even be a Status 5 Emperor of All the Animals that even the Rabbit Emperor must pay homage to!

Most rabbits are Status 0 – the ordinary members of a warren. Unusual warrens may even have Status -1: slave or serf rabbits. This is unnatural behavior, but it can happen.

The Warren Watch – an elite organization of rabbits that guard the burrows and serve the king – are Status 1, normally the highest Status a PC may have at character creation. Hoplites (elite rabbit scouts and messengers) (see p. 10) are also Status 1.

Status 1 might also represent well-respected members of the community, such as an excellent Storyteller, or a valued Herbalist, Empath, or Seer. The Reputation advantage may express this better, though.

The Captains of the Hoplites and Warren Watch, the queen's sons and daughters, and, in some warrens, a council of advisers, will be Status 2.

The king and queen of a warren are Status 3.

New Advantages

This section contains some new advantages suitable for PC or NPC rabbits.

Composed

5 points

You are very hard to panic, at least by events outside your phobias. You keep calm under pressure, and are not given to showing excitement. You have a +2 to any Fright Check except those arising from a Phobia.

Eidetic Sense of Smell

10 points

You have a natural gift for remembering individual odors. If you encounter a memorized scent, you will instantly recall at least *some* details associated with it. While others may only know a fox or human is coming, you will know if you have encountered this particular fox or human before.

Memorizing an odor takes ten seconds of sniffing and a successful Smell roll. On a failure, you may not attempt to memorize that odor again that day. On a successful roll, the next time you smell that particular human, fox, or whatever, you will remember at least the general tenor of the previous encounter (good, bad, disastrous, etc.) and possibly the details. The GM will tell you something like, "You recognize the scent of this human – it's the one who made cooing noises and offered you a carrot the last time you saw it."

While this advantage does not give a bonus to any skills at character creation, memorizing a scent gives you a +1 to any skill concerning that particular odor, such as Tracking a *specific* rat through a hayloft.

Psionic Powers

Varies

Three psionic powers are available in *GURPS B&B*: Telepathy, ESP and Empathic Healing. See *Psionics*, p. 31.

Psionic Resistance

2 points/level

This advantage interferes with *all* uses of psi, friendly or hostile, against or by the subject. It can never be turned off. In *B&B*, ESP, Telepathy and Empathic Healing are the only psionic abilities. Storytelling Entrallment and Herbal Concoctions are not psionic.

If you have Psionic Resistance, the level of your resistance is subtracted from the effective skill of any psionic attempt where you are the subject.

It is also subtracted from your own effective skill with any psi

ability. You can still have psi powers, but if you have high Psionic Resistance, it will be hard for you to develop any significant abilities of your own.

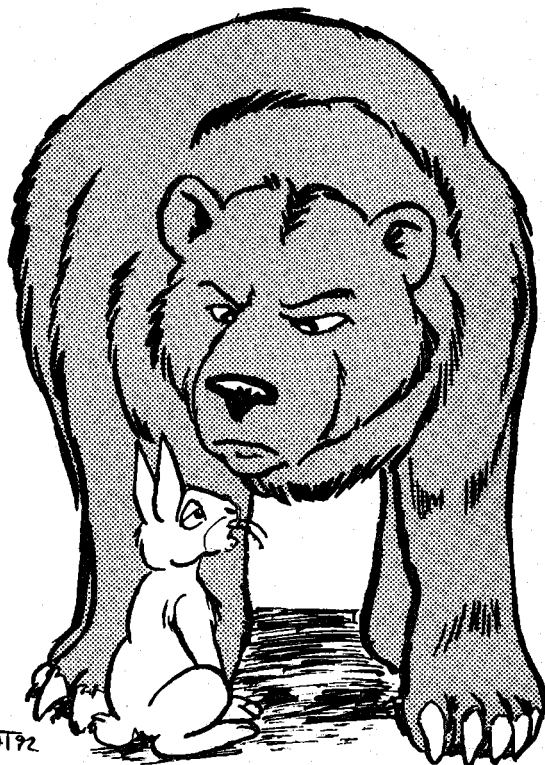
Note: Psionic Resistance was part of *Antipsi* in the *Basic Set* – it is now an advantage of its own.

Should the Game Master introduce NPCs with psionic abilities beyond what rabbits may have, Psionic Resistance is effective them – even PK or Clairvoyance!

Unaffected by Loud Noises

10 points

Since Phobia: Loud Noises is an inherent disadvantage in rabbits (see below), any rabbit wishing to be unaffected by loud noises must either take this advantage or Deafness! Hard of Hearing won't help against gun fire . . . it's too loud.



Disadvantages

Many *Basic Set* disadvantages are fine for *GURPS B&B*. However, some are prohibited, a few have to be altered, and some new ones are available.

Inherent Disadvantages

Every rabbit has the following disadvantages but does *not* receive any points for them. Note that Phobia: Loud Noises may be bought off, however – see *Unaffected by Loud Noises*, above.

Illiteracy

0 points; see p. B33

This is the norm for rabbits. They may never learn to read human writing. See *Literacy*, p. 20, however.

Phobia: Loud Noises (Brontophobia) 0 points; see p. B36

Every rabbit is afraid of loud noises unless he buys the Unaffected by Loud Noises advantage. This is a phobia: the Fright Check rules are required whenever a gun goes off, for example!

Note that *severe* Brontophobia would only be worth -10 points.

Prohibited Disadvantages

The following disadvantages are not available to rabbit characters.

Kleptomania *see p. B34*

Rabbits don't own enough to warrant this disadvantage. However, a Glutton may very well steal from various food supplies, and see the new disadvantage, *Trickster*, p. 24.

Legless *see p. B29*

At TLR (Tech Level: Rabbit) there is no way to offset this disadvantage.

One-Legged *see p. B29*

As in Legless, above, a rabbit without a hind leg would be unable to survive. However, see *One-Armed/One-Handed*.

Phobias *see pp. B35-36*

Phobia: Magic is not allowed unless Magical Aptitude is available.

Phobia: Number 13 is not available – rabbits can only count to 4!

Poverty *see p. B26*

See *Wealth*, p. 21.

Pyromania *see p. B36*

This is an impossible disadvantage in any non-human animal.

Differences in Existing Disadvantages

Some disadvantages in the *Basic Set* are available, but need their costs or meanings adjusted for rabbit characters.

Age *-3 points per month over 72; see p. B27*

See the discussion of Age in the section on *Scale*, p. 19.

Alcoholism *-15 points; see p. B30*

Most rabbits have no idea that humans make alcohol, and none of them make any of their own. But nature does! There are numerous berries and fruits that ferment on the stem. Many animals – including rabbits – seek these out and get tipsy. This *could* become an addiction, and once a bunny discovers that some humans have large quantities of alcohol, he may get into a lot of trouble . . .

For simplicity, treat each fermented berry (or bite of a larger fruit) as a drink.

Colorblindness *-5 points; see p. B28*

In real life, all rabbits are colorblind. In *B&B*, they are not. For a more realistic campaign, the GM may make this an inherent disadvantage for all bunnies.

Because rabbits deal largely with natural materials (sticks, stones, grasses, etc.) in natural surroundings, this disadvantage is worth only -5 points.

Deafness *-20 points; see p. B28*

Although Deafness includes the new advantage *Unaffected by Loud Noises* (see p. 22), it is still worth -20 points since a rabbit's senses are very important to survival. Deaf rabbits do not react to

thumping as well as hearing ones. They *can* feel thumps, but at a greatly reduced range: 10 yards for a heavy thump and 5 yards for a quick thump.

Dependents *varies; see pp. B38-39*

See the discussion under *Allies*, p. 21, for non-rabbit dependents.

Intolerance *-5 or -10 points; see p. B34*

A character may be intolerant of rabbits outside his warren (-5 points), a specific non-threatening species (such as squirrels, mice, sparrows, etc.) (-5 points) or of *all* non-rabbit species (-10 points). Intolerance of a predator species isn't worth any points, though – *all* rabbits feel that way! An extreme hatred of a particular predator species may be worth -1 point as a Quirk.

No Sense of Smell/Taste *-15 points; see p. B29*

This is more severe for rabbits than for humans. A rabbit with No Sense of Smell/Taste is at -5 to the following skills: Survival, Tracking, Botany, Naturalist, Detection of Poisons and Detection of Traps.

See also the new disadvantage, *Dulled Nose*, p. 24.

One-Armed/One-Handed *-20 points; see p. B29*

These two disadvantages are represented by only one disadvantage in *B&B*: Only One Forepaw. A rabbit would not survive if it were missing one of its powerful hind legs, but could get by with only one forepaw.

In addition to the description of One-Armed in the *Basic Set*, a rabbit with Only One Forepaw is at -2 to Move, but not Dodge. The movement penalty is not more severe because it is the powerful hind legs that give a rabbit speed.

A one-pawed rabbit may not attack by Clawing to the side his paw is missing – see diagram, p. 20. A rabbit with no left forepaw could only Claw into the spaces marked “R,” for example.

One Eye *-15 points; see p. B33*

A rabbit's eyes are spaced wider than a human's. See diagram, p. 20: a rabbit with no right eye, for example, could only see through the spaces marked “L.”

Note there are three adjacent hexes that a one-eyed rabbit cannot see into. The middle of these three hexes counts as a “rear” hex for defense purposes, and the outer two as “flank” hexes.

Phobias *Variable; see p. B33*

Phobias of Heights, Sharp Objects and Weapons are worth only -5 points in *B&B* because rabbits will not encounter the triggering situations as often as humans do.

Phobia: Crowds goes into effect at 5 strangers, since rabbits cannot count over four.

Phobia: Oceans refers to lakes, large ponds and rivers as well as oceans for rabbits. Small streams, brooks and puddles will not trigger this, however.

Phobias of Dirt, Darkness or Enclosed Spaces are not recommended – they would be crippling to a rabbit!

Primitive *-5 points; see p. B26*

While it might seem that Tech Level: Rabbit is as primitive as it gets, it is possible to play one level of primitive in this game! A rabbit raised in a hutch or laboratory who escapes (or is rescued)

as an adult is a primitive compared to a wild rabbit. Such a rabbit would be *very* ignorant – not even having Survival at IQ, for instance – but would be quite fun to play.

Social Stigma

-5 points; see p. B33

Any social stigma (such as being a maverick, being the runt of

a litter, being from a “lesser” warren, etc.) is worth only -5 points.

Youth

-2 points per month under 12; see p. B29

See the Age discussion on p. 19.

New Disadvantages

Here are some new disadvantages for your rabbit characters. All are available to PCs.

Curiosity

-5 points

You are naturally very inquisitive. When you are presented with an interesting item or situation, you must roll vs. Will to avoid examining it, even if you know it will be dangerous. Good roleplayers won't try to make this roll very often.

You will rationalize your curiosity to others who try and talk you out of it. Common Sense won't help – you know you are taking a risk, but you're curious anyway.

Dulled Nose

-3 points/level

Your nose isn't as good as the average rabbit's. Up to four levels of this disadvantage may be taken – beyond that, you must take the No Sense of Smell/Taste disadvantage.

Each level of this disadvantage gives you a -1 on the following skills: Survival, Tracking, Naturalist, Botany, Detection of Traps and Detection of Poisons. It will also reduce your Smell sense roll by one.

Edgy

-5 points

This is a mild form of paranoia: you are nervous and timid. You expect that all unexpected events are dangerous, and that the universe is a hostile place – which it is for a rabbit! An Edgy character is at -1 on all Fright Checks.

This disadvantage is the norm for most Status 0 NPC rabbits – the Game Master should play them accordingly.

Night Blindness

-10 points

You are unable to see well in the dark. Fortunately, your nose can guide you around the burrows adequately, but you are at a disadvantage in a fight in dim lighting. Double all combat penalties for poor lighting (maximum: -10, minimum: -3). Acute Vision is only effective in daylight for a rabbit with this disadvantage.

Pacifism: Cannot Fight Rabbits

-15 points

This is a very common disadvantage among Empathic Healers. You may not fight other rabbits *at all*, not even to defend yourself. You may attack and defend normally against any other species, however.

Phobias

Variable

New phobias available are

Being Alone (Autophobia): -15/-30 points. You cannot stand to be alone, and will do anything in your power to avoid it.

Blood (Hemophobia): -10/-20 points. The sight of blood gives you the screaming willies! You'll need a Fright Check during most combats...

Cats (Ailurophobia): -5/-10 points. Even the thought of these sneaky killers makes you shiver.

Dogs (Cynophobia): -5/-10 points. This includes all canines: foxes, wolves, coyotes and wild dogs. Nasty beasts!



Fire (Pyrophobia): -5/-10 points. Even a burning cigarette will bother you if it comes within 5 yards of you. (Note: the GM may make this a mandatory disadvantage – see sidebar, p. 81.)

Psionic powers (Psionophobia): -10/-20 points. You are very afraid of anyone or anything exhibiting supernormal powers. A suspected Seer or even Empathic Healer will make you very nervous. Any actual exhibition of power in your sight will require a Fright Check. You will not voluntarily allow any psionic power to be used on you. Storytellers Enthralling an audience and Herbal Concoctions do not bother you, however.

Spiders (Arachnophobia): -5/-10 points. Ooh! They might bite! Get them out of the burrow!

Trickster

-15 points

This type of Compulsive Behavior means the rabbit craves the excitement of outwitting *dangerous* foes. This is not practical joking. Playing simple tricks on innocent or harmless folk is no fun at all: it has to be perilous!

A Trickster would only consider taking on a worthy foe, such as a human (raid a garden), another warren (steal some truffles or seduce away some does) or even a predator (help a deer escape from wolves). There may be no need for the extra food or nothing really worth stealing in another warren, but a Trickster needs the thrill of a battle of wits and dexterity – what joy!

You must propose and actually try to trick a dangerous subject at least once per day. You may make a Will roll to avoid this, but each successive day, your Will roll is at a cumulative -1. If you fail the roll, you will probably desert your party to make a quick solo garden raid (or whatever) if you can't convince them to accompany you.

Skills

There is a significantly reduced skill list available to rabbits. At TLR (Tech Level: Rabbit), *only* the skills shown in the *Instant Bunnies* reproducible section (see p. 125) are available – and even some of those may be prohibited by individual GMs.

Of course, a GM may wish to run a more cinematic game and allow other skills – see *Fingered vs. Non-Fingered*, p. 65. Space has been provided for GMs to add their own skills.

While he can always appeal to the GM, a player should assume that if a skill is not listed on the *Instant Bunnies* sheet, he may not take it.

Skill Difficulty

Difficulty levels have been changed from the *Basic Set* for five skills: Anthropology (M/VH), Botany (M/VH), Climbing (P/H), Mechanic (M/H) and Telecontrol (M/VH). Any other skill uses the same difficulty level as found in the *Basic Set*.

Inherent Skills

The following four skills and two languages are inherent in all rabbits – that is, they are known at IQ (or DX or HT) at no cost. All may be raised by spending the points needed to get the skill at IQ+1 (or DX+1, HT+1), and so on. For example, Survival is an inherent skill. A bunny has Survival skill equal to his IQ. To get it at IQ+1 would require 2 points – the difference in cost between IQ+1 and IQ.

Camouflage *see p. B65 and at right*

Common Lagomorph (Mental/Easy) *see p. 28*
This is a language.

Lapine (Mental Average) *see p. 29*
This is a language.

Running *see p. B48*

Stealth *see p. B67*

Survival *see p. B57 and p. 26*

Skills from the Basic Set

Many existing skills have special meanings in *GURPS Bunnies & Burrows*. If a skill is not listed in this section but is on the *Instant Bunnies* sheet, assume it so close to the description in the *Basic Set* as to make no difference.

Acting

This skill covers imitating another rabbit's voice. To imitate the voice of another species, see *Mimic Non-Rabbit* on p. 28.

Agronomy/TL *see p. B59*

For rabbits, this is primarily growing of mushrooms in burrows, and possibly an Herbalist cultivating certain herbs. Note that pikas are the only non-human mammals that *actually* have this skill in nature.

Anthropology/TL (Mental/Very Hard) *No default; see p. B59*

Note that the difficulty level is changed from the *Basic Set*, and there is no default. This is a very different skill in *B&B*:

Anthropology is the study of humans, not rabbit or other animal societies. See pp. 17 and 77 for a discussion of humans.

Architecture/TL *see p. B59*

This is the knowledge of burrows and caves, not human buildings. Roll against this skill to design and construct comfortable burrows – to weigh factors such as drainage, draft, soil consistency, etc. Does (female rabbits) get a +3 to this skill!

Note that any rabbit can *dig* – no skill roll is required merely to dig a hole. But a hole is not necessarily a comfortable burrow – it might be drafty, damp, stuffy, etc., unless an Architecture roll is made before digging. See p. 69 for digging speeds.

This is also the skill to roll against to discover secret passages in a warren or cavern.

Artist *see p. B47*

This skill is considered very eccentric in rabbits.

Botany/TL (Mental/Very Hard) *Defaults to IQ-7; see p. B60*

This is a very important skill in *B&B*. Botany is the skill required to identify the herbs used in Herbary, a new skill. Since this is as close as rabbits get to magic powers, Botany is *very* useful!

Botany is M/VH in *B&B*, not M/H as in the *Basic Set*. It is also a prerequisite for Herbary. The No Sense of Smell and Dulled Nose disadvantages subtract from your skill. See p. 37 for a full discussion of Botany's role in Herb Lore.

Brawling *see p. B50*

Brawling adds 1/10 of skill to Damage, as in the *Basic Set*, but also adds 1/10 of skill to Dodge. See p. 52. Brawling may be learned by any character – there are no prerequisites.

Camouflage *see p. B65*

The GM should allow a bonus to the Camouflage roll if the rabbit is in natural terrain and not moving. The bonus depends on the coloring of the background vegetation, rocks or earth, or the density of the plant cover. This modifier could be anywhere from +1 to +5!

Climbing (Physical/Hard) *see p. B57*

This skill is Physical/Hard for rabbits, a change from the *Basic Set*. The Double-Jointed advantage still gives a bonus, however. See p. 67.

Disguise *see p. B65*

Typically, a rabbit must accumulate various disguise materials before attempting a disguise. These materials might include mud or plant materials to change his fur color, parts of other animals such as tufts of fur or tail, white twigs to hold in the mouth to represent fangs, etc. If the rabbit has the necessary materials, it takes 10 minutes to prepare the disguise to fool someone visually, or by smell, or touch. Usually, it takes no preparation to fool someone by sound – see *Acting* and the new skill *Mimic Non-Rabbit* (at left and p. 28).

Modifiers to Disguise include -3 for trying to fool the same species you are pretending to be (e.g., trying to convince a fox you are another fox), +1 to +3 for poor lighting, +1 to +3 for a clever use of materials to improve the disguise, and so on.

Also, rely on common sense: it's hard to conceive of a grizzly bear believing something a foot and a half tall is another grizzly. (Though if the lighting is dim, and the rabbit pulls some vines to make the bushes shake, and something is used to amplify his voice . . .) Needless to say, attempting to communicate with another species without knowing his language may cause the disguise to fall apart very quickly. Also, once an animal has seen through your disguise, you will not be able to fool him again during that encounter.

Engineer/TL *see p. B60*

Scrounging skill is a prerequisite for Engineer. See p. 73 for a complete discussion of this skill.

Fast Draw: Herb *see p. B50*

Rabbits may carry one or two herbs tucked in their fur (sidebar, p. 42). This is the skill of readying it instantly – use the Fast Draw rules on p. B50. No other type of Fast Draw is available.

First Aid/TL *see p. B56*

This is usually licking a wound, and consequently is useless against most other types of injury or illness. First Aid will restore 1d-4 hit points per fight, a minimum of 1. It takes 30 minutes to perform First Aid.

Heraldry *see p. B58*

At the GM's option, some burrows may be well-established, and there may be some intercourse between warrens. Herald rabbits would wear a distinctive type of pouch, hat or tabard, made with the Fiber Arts skill, that would alert other rabbits to grant diplomatic immunity to the messenger. Each warren would have its own insignia, and the Heraldry skill represents knowledge of which warren uses which insignia – and also the general temperament of a given warren.

This skill may be non-existent in a given GM's world.

Holdout *see p. B66*

Holdout skill is used when concealing an herb in the fur – see sidebar, p. 42.

Languages *see pp. B54-55*

There are dozens! The discussion of languages follows the skills section – see pp. 28-29.

Mechanic/TL (Mental/Hard) *see p. B54*

This skill is harder for rabbits. Mechanic has a prerequisite of Scrounging skill. See p. 73 for a full discussion of this skill.

Merchant *see p. B64*

Even though there is no money, this skill is still very valuable. Sometimes you have to part with a truffle to get something accomplished . . .

The Mathematical Ability advantage grants a +2 bonus to Merchant skill.

Meteorology/TL *see p. B61*

This is Weather Sense at TLR.

Oral Literature *see p. B61*

Rabbits being illiterate, this is the only Literature skill available. Since rabbits are the norm in *B&B*, there is no -5 penalty for Oral Literature.

Physician

see p. B56

There is no Physician skill in *GURPS B&B*. Use First Aid, (pp. B127-128), Empathic Healing (p. 33) or Herbary (p. 38) rules for healing.

Of course, there *are* human veterinarians who can heal rabbits, should the characters be lucky enough – or unlucky enough! – to meet one.

Poisons

see p. B67

This is exclusively the knowledge of human poisons in *B&B*. Survival skill grants knowledge of which plants are poisonous, and Herbary is necessary to prepare other plants into a potent toxin. The Poisons skill will enable a rabbit to detect human-made poisons in bait, traps or containers. Acute Smell adds to the detection of poisons (but not to knowledge of which poison it is).

Scrounging

see p. B67

The Scrounging skill refers primarily to natural materials in *B&B*. If the scrounger is looking around human junk yards or buildings, a successful Anthropology roll is also necessary to have a clue where to look for a certain shaped object, for example. If the Anthropology roll is failed (or no rabbit present has studied Anthropology at all), Scrounging is at -5 searching through human artifacts.

Note that Scrounging is a prerequisite for Mechanic and Engineer. Only a rabbit who has spent time exploring different types and shapes of materials stands a chance of using them creatively.

Sleight of Paw

see p. B67

The rabbit version of Sleight of Hand. See sidebar, p. 77, for a full discussion.

Streetwise

see p. B68

See *Hedgewise*, p. 27.

Survival

see p. B57

Survival skill is extremely important in *B&B*, and is detailed on p. 11. All rabbits have Survival at IQ for zero points, and may raise it higher.

A rabbit's Acute Smell level is added to his Survival skill.

Most rabbits will have "Plains" area type of survival. This is not strictly accurate – rabbits tend to live in borderlands – but is close enough for game purposes.

It would require an Unusual Background for a rabbit to have a Survival skill for a type of terrain outside of his homeland, unless it was earned on an adventure during play. The only exception might be a Hoplite or roaming maverick, if the GM were willing.

Swimming

see p. B49

Rabbits can swim, but most don't like to. It would be very unusual for any rabbit (except a swamp cottontail) to have more than ½ point in Swimming.

Theology

see p. B62

This skill is left up to the GM and players to use or not as they see fit. According to religious writers of many faiths, all animals praise their Creator every day . . . A Seer or Storyteller are the likeliest theologians in a warren – the former as a shaman, the latter as a preacher.

Throwing

see p. B49

See p. 68 for a full discussion of the Throwing skill. There are no separate specialized throwing skills, such as Knife Throwing in the *Basic Set*. Throwing *anything* is Physical/Hard for a rabbit!

Tracking

see p. B57

Acute Smell adds to the Tracking skill.

Traps

see p. B68

Acute Smell is added to detection of traps, but not to manipulation, springing, knowledge or making of traps.

Zoology/TL

see p. B62

Since other animal species are as sentient as rabbits, Zoology is closer to what we call Sociology – or what *GURPS Space* calls Xenology.

A successful Zoology roll will reveal the general habits, diet, goals, motivations, desires, habitats, mores, lifestyles, etc., of a non-rabbit race.

Zoology grants no knowledge of humans (or aliens, should the GM decide to introduce them).

The GM should require a Zoology roll before a character can use Diplomacy with a non-rabbit species. A successful Zoology roll means the Diplomacy roll has no modifiers – otherwise, subtract the amount the Zoology roll was missed by. The Zoologist may be a different rabbit than the Diplomat, providing he has time to convey his information to the latter bunny. If the GM warrants it necessary, a Zoology skill roll may affect other social skills, such as Merchant, and even Tactics with non-rabbit species.

The Animal Empathy advantage grants a +3 bonus to Zoology skill.

New Skills

There are a number of new skills introduced in *GURPS B&B*, but some of them are just variations on existing skills.

Bun Fu (Physical/Hard)

No default

Rabbit martial arts! The GM may assign a prerequisite to learning Bun Fu – write it on the *Instant Bunnies* sheet if so. Bun Fu is discussed in detail on pp. 53-56. There are numerous maneuvers that may be learned individually.

Bun Fu grants 1/5 of skill level as a bonus to both Damage and Dodge. Neither bonus may be combined with the Brawling bonuses, however – there is no point to learning both Brawling and Bun Fu, unless you wish to hide the fact you know Bun Fu and still be able to fight well.

Enthrallment

There are four Enthrallment skills used by Storytellers – see pp. 50-52. These are not psionic or magic powers, but are more closely related to hypnosis. All have prerequisites of Bard skill and at least one level of the Charisma advantage. They are:

Persuade (Mental/Average)

No Default

Prerequisites: Bard-12+ and Charisma 1+
Maximum level: Bard skill

Sway Emotions (Mental/Average)

No Default

Prerequisites: Persuade-12+ and Charisma 1+
Maximum level: Bard skill

Suggest (Mental/Hard)

No Default

Prerequisites: Persuade-12+ and Charisma 1+
Maximum level: Bard skill

Captivate (Mental/Hard)

No Default

Prerequisites: Suggest-12+ and Charisma 1+
Maximum level: Bard skill

Fiber Crafts (Mental/Hard)

Defaults to IQ-6

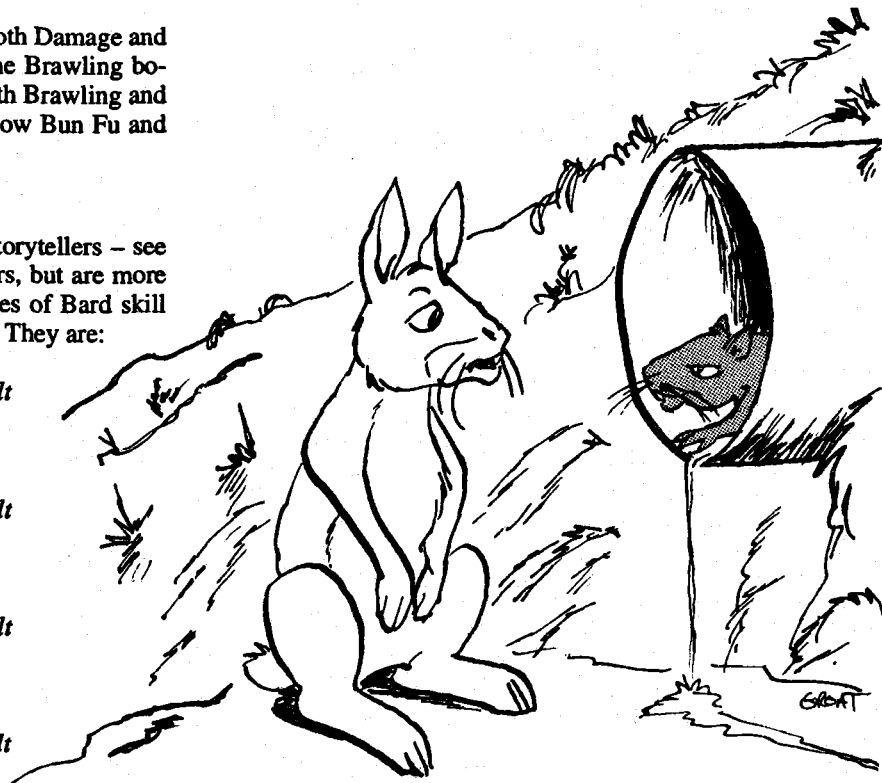
This is the ability to work with grasses, reeds, bark and similar materials to weave useful bags, backpacks and possibly other items.

The GM rolls the Fiber Crafts skill in secret and notes the result. On a failed roll, the bag is obviously no good – the whole day has been wasted. On a successful roll – or critical failure! –

the rabbit thinks the bag is fine. See p. 69 for detailed rules on fiber bags.

It takes a day to make a bag. Each rabbit may start with an already made bag if someone in the party has Fiber Crafts skill – the GM makes the rolls as above for each bag.

Even the best rabbit-woven bags are too flimsy to grant any DR.



Hedgewise (Mental/Average)

Defaults to IQ-5

This is the skill of getting along with “shady” – but not openly devouring – species and individuals. This takes the place of Streetwise in *B&B*, although it may actually be used in city streets with rats.

Note that this skill is useless against such sworn enemies of rabbits as dogs, cats, hawks, foxes, wolves, humans, weasels, etc. Hedgewise is used to negotiate with potential enemies such as rats, skunks and crows – anything that would attack a wounded

rabbit but would hesitate to attack a healthy party of rabbits. See p. 16 for a more complete list.

Shady animals don't always deal straight with rabbits – Hedgewise will help the rabbit see through possible tricks. You must have a language in common with the subjects!

Use Diplomacy skill (or simply roleplay it) for negotiating with neutral animals, such as other herbivores. Negotiating with predators is usually handled with the combat or running rules...

Herbary/TL (Mental/Very Hard)

No Default

Prerequisite: Botany-12+

This is the ability to take certain plants and convert them into potent concoctions. This skill is treated in depth on pp. 37-49.

Languages

Every species of animal on Earth (except humanity) is considered a "race" for all gaming purposes in *B&B*. Consequently, there is a very large number of languages.

Languages are divided into two types: common and racial.

Common Languages

A common language is one understood by a large group of animals. A common language is not suitable for subtle and fine conversation – it is, in fact, a pidgin language. The word for "thing" is used quite a bit, since a common language's vocabulary is limited. Example: "pointed thing" could mean stick, knife, sharp rock, tooth, etc., while "round thing" might mean the sun, a ball, a pond, an egg, a hill, etc.

Conversations in a common language should be deliberately vague on the GM's part – and on the PCs' parts, too if they are roleplaying well! An NPC should frequently respond "Huh?" or "What you mean?" if the players are using highly specialized vocabulary in a common language. Common languages are easy to identify on the Language Table – they start with the word "Common!"

While Common Lagomorph might seem to be of limited use, it's mostly used in the game by NPC non-lagomorphs, such as rodents, for whom it would be a Mental Easy language.

Racial Languages

Unlike a common language, a racial language is as descriptive as English or any other human language. Follow the language rules on pp. B54-55 for racial languages.

Note that most racial languages are spoken by more than one species. For example, dogs, wolves, foxes and coyotes all speak Canine as their racial language. A theatrical GM may give each species a different accent if desired!

Animals whose native language is Common Lower Form do not have a racial language that rabbits can recognize – in fact, only the simplest concepts can be expressed or grasped at all by these creatures.

Defaults

Each animal speaks, at IQ level or better, its own native common and racial languages for zero points. Thus all rabbits start the game with Common Lagomorph and Lapine at IQ, while bears know Common Carnivore and Ursine at IQ, and so on.

A racial language defaults to its common language at -4 and vice versa. There is no default between two common languages – e.g., knowledge of Common Rodent does not give any knowledge of Common Insectivore. Likewise, there is no default directly between any racial languages, even those that share a

Mimic Non-Rabbit (Physical/Hard)

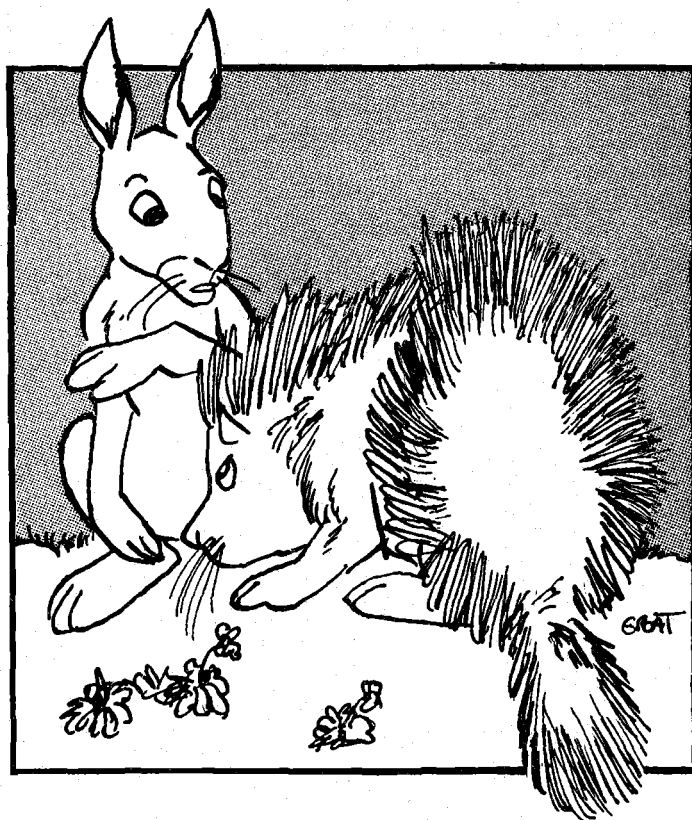
Defaults to DX-6 or HT-6

This is the ability to sound like a member of a different species: dogs, cats, bears, sheeps, mice, cows, birds, snakes, bugs, frogs, fish – even imitate a human voice! This does not grant the ability to speak or understand the language – only to sound like the animal in question!

The rabbit must have heard the other species at some point in time – if only very briefly, there is a -1 to -3 modifier. There may also be a penalty if the animal being mimicked has a very different vocal structure – it's hard for a rabbit to sound like a fish or get as deep a bellow as a moose! See the discussion under *Disguise*, p. 25.

common language. Thus, knowing Canine at 10 grants no knowledge of Feline, but it does grant knowledge of Common Carnivore at 6 – and so the character could, barely, talk to cats, but not in their own racial language.

When speaking a racial language at default from the common language, it is impossible to get or give fine meaning, no matter how well the common language is known.



Learning Languages

Languages can be learned from other rabbits or from any animal that knows the language. As is usually the case for services performed, some payment or favor should be paid the teacher.

While it may seem odd for a rabbit to know Canine, for example, it is possible to have learned it from a bird or some other neutral animal. No Unusual Background is necessary to know any given language unless the GM has a particular reason for requiring it.

Language Difficulty

The difficulty level is listed for each language. These levels are from a rabbit's point of view – it is harder for a rabbit to grasp the world view of a predator than of an herbivore, for example.

Logically, the difficulty would change for other animals: a carnivore would find rabbit concepts difficult to grasp, so Lapine would be Mental/Hard for a meat-eater to learn. Other carnivore languages would be Mental/Easy for a predator, though.

Language Table

Each common language is listed with the racial languages that belong to it. To the right are the species that speak each language.

Common Lagomorph; M/E

Lapine; M/A Rabbit, hare, cottontail.
Pika; M/A Pika.

Common Rodent; M/E

Castorine; M/A Beaver, muskrat, porcupine.
Murine; M/A Rat, mouse, packrat.
Sciurine; M/A Squirrel, chipmunk, marmot, woodchuck.

Common Ungulate; M/E

Bovine; M/A Cow, deer, elk, goat, sheep, moose.
Equine; M/A Horse, donkey, mule.
Suine; M/A Pig, wild pig.

Common Insectivore; M/A

Chiroptine; M/A Bat, flying wolf, vampire bat.
Didelphine; M/A Armadillo, mole, opossum, shrew.

Common Carnivore; M/A

Canine; M/H Dog, fox, wolf, coyote, wild dog.
Feline; M/H House cat, bobcat, lynx, cougar.
Musteline; M/H Weasel, ferret, badger, skunk, mongoose, wolverine.
Ursine; M/H Bear, raccoon, Tasmanian Devil.

Common Avian; M/A

Accipitrine; M/H Eagle, hawk, owl, falcon, vulture.
Anatine; M/H Duck, goose, heron, gull, most water birds.
Galline; M/H Chicken, turkey, quail, grouse, pheasant.
Passerine; M/H Crow, raven, jay, robin, blackbird, sparrow, and most other small birds.

Common Cold-blooded; M/A

Amphibine; M/H Frog, toad, salamander, newt.
Piscine; M/VH Fish.
Reptiline; M/H Snake, lizard, turtle, alligator.

Common Arthropod; M/A

Arachnine; M/H Spider, scorpion, tick, mite, centipede.
Insectine; M/H Bug, beetle, fly, wasp, mosquito, grasshopper.

Common Lower Form; M/H

Worm, slug, snail.

Rare Languages

There are many types of animals not represented in the language charts. This is because animals such as monkeys, chimps, elephants, camels, giraffes, kangaroos, etc., are not found in Cunicula as written. The GM should allow PCs to learn such languages if his version of Cunicula has such animals – add them to the *Instant Bunnies* sheet.

Zoo animals, however – especially escaped ones – are much more likely to learn a native language than teach their own.



Black Rat



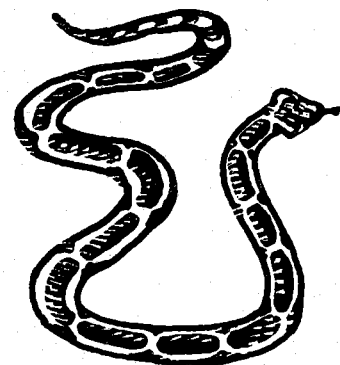
Badger



Hawk



Black-Footed Ferret



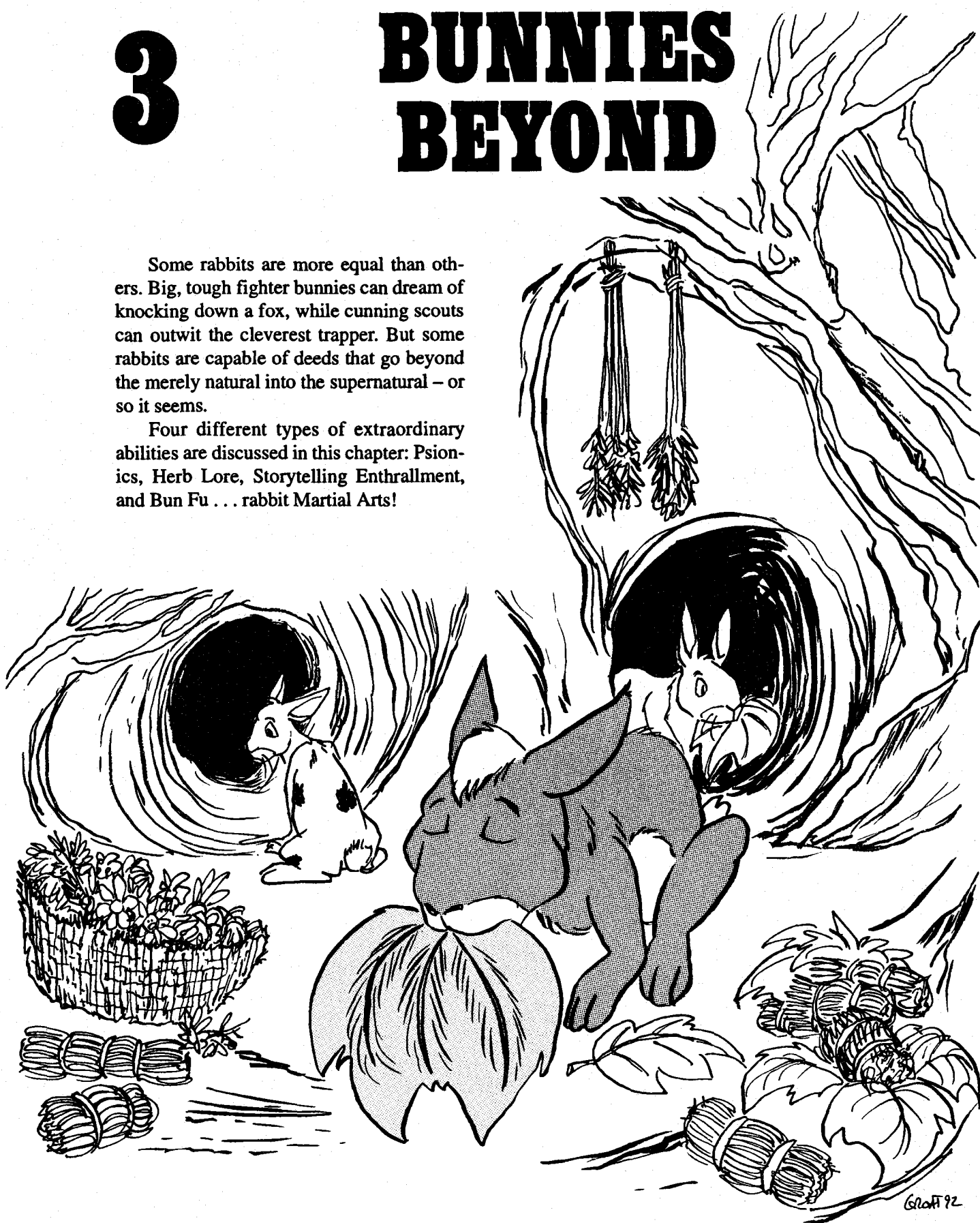
Snake

3

BUNNIES BEYOND

Some rabbits are more equal than others. Big, tough fighter bunnies can dream of knocking down a fox, while cunning scouts can outwit the cleverest trapper. But some rabbits are capable of deeds that go beyond the merely natural into the supernatural – or so it seems.

Four different types of extraordinary abilities are discussed in this chapter: Psionics, Herb Lore, Storytelling Enthrallment, and Bun Fu . . . rabbit Martial Arts!



Psionics

Three psionic powers are available in *B&B*: ESP, Telepathy and Empathic Healing. Only the latter is new to this book – the others are found in the *Basic Set*.

Some players may find the limited list of psionic powers to be too restrictive. Nonetheless, the choice here is deliberate, and playtesting has borne out that these are the optimum powers and levels for this genre. Rabbits are not meant to be able to bully their way through the world! Allowing bunnies too much psionic power can destroy much of the charm of the genre.

We recommend using only the following subset of psionic powers. But if the players would enjoy a Mutant Rabbits from Hell campaign, the whole Psionics chapter from the *Basic Set*, or even the whole of *GURPS Psionics*, can be used.

ESP 3 points/level (Recommended Maximum: 20 levels)

The rules on pp. B174-175 work well in *GURPS B&B*, with only slight adjustments.

Precognition and Psychometry are the only *Basic Set* ESP skills allowed in *B&B*. Clairvoyance and Clairaudience do not fit the genre.

In addition to Precognition and Psychometry, a new ESP skill, Seekersense, is available.

Psychometry

The length of history sensed is equal to Power squared, expressed in *months*, not years. A Seer must be within (Power squared) *inches* of an object for the Power to work.

Precognition

Precognition is the main skill of the Seer. Passive visions are definitely apropos in this genre. The greater the ESP Power, the more often a GM should give the Seer a passive vision. This vision may cost the rabbit fatigue – anywhere from 1 to 10 – at the GM's option. It may also cause him to undergo a Fright Check at whatever penalty the GM deems right for the nature of the vision. Those playing Seers should realize in advance that by taking Precognition, they will occasionally lose control of their characters!

An active precog attempt may be given a bonus by the GM if the nature of the vision sought is something that is looming largely – such a search would completely exhaust the Seer, however. He may babble out his vision in poetic or mystic language before passing out for an hour or more!

Note that a vision of someone's future may include items, characters, and places beyond the Seer's Power range. As long as the *subject* – the individual whose future is being read

Power Levels

The GM needs to decide in advance if he will have maximum power levels for psi skills. This is strongly recommended – very high levels of Telepathy in particular can wreak havoc with a GM's plans, and do not really fit the genre. Recommended maximums are listed with the discussion of each power and on the *Instant Bunnies* sheet – the GM should change the latter when he hands it out to players if he changes the power levels available.

Limitations

All of the *Basic Set* Limitations (pp. B175-176) are available for ESP and Telepathy.

All of the *Basic Set* Limitations are available for Empathic Healing Power except *Uncontrollable* and *Emergencies Only*.



Seers, Empaths and Healers

Any rabbit with ESP or Telepathy Power is a *Seer*. Any rabbit with Empathic Healing ability is a *Healer* or an *Empath*. Since the Empathy advantage is a prerequisite for Empathic Healing, all Healers are Empaths, but not all Empaths are Healers. The distinction is important when discussing combat – Empathic Healers suffer wounds when they wound another rabbit, while non-Healer Empaths do not.



Telepathy and Familiarity

In *B&B*, Telepathy is more useful on familiar subjects than on strangers. To reflect this, *double* a Telepath's power for *familiar subjects only*. Thus, a Power 5 Telepath can Telesend to a stranger only at 4 yards or closer, but he can send his thoughts to his friends at up to 100 yards away! To gain this bonus, a subject should be very familiar, not just a casual acquaintance. In a small warren, this would include most or all of the rabbits in the warren. In a large warren, however, perhaps only a quarter of the rabbits will be well known to the Seer. And if the Seer has Shyness, he'll know even fewer rabbits...

This bonus does not apply to ESP power or Empathic Healing – only to Telepathy.

– is within the psi's range, anything from his future may be included in the vision, regardless of its current physical distance.

Seekersense

★2

This ability enables you to “lock on” to one individual, or one object or class of objects. For instance, a Seer could search for water, his misplaced pouch, or another individual.

To be located, the target must be within range. Use the *Telepathy Range Table* on p. B167 to determine maximum range. (Even though this is a global effect, do not divide range by 100.)

To use Seekersense, take the Concentrate maneuver. At the beginning of your next turn, the GM rolls vs. your Seekersense skill, with *one try only* per subject per day. Subtract the subject's level of Psionic Resistance from the skill roll. If successful, the esper will feel a “pull” toward his target and will know which direction to go in to find it. A critical success gives him a vision of the location. A critical failure provides misleading information.

The ability can be maintained. If the user continues to make his skill roll once every 10 minutes, the “pull” will continue until he has located his subject. The sensation of being pulled gets stronger as you approach the subject, and weaker if you turn away. The feeling stops on a failed roll, and may not be picked up again that day.

Because it does not reveal distance, only direction, Seekersense is somewhat less useful than Telescan (see below) for locating acquaintances.

Telepathy 5 points/level (Recommended Maximum: 6 levels)

Note that while the recommended power maximum is relatively low, power is actually doubled for familiar subjects – see sidebar.

There are only six Telepathy skills available in *B&B*. Four of these are found in the *Basic Set*, on pp. 166-171: Emotion Sense, Telesend, Telereceive, and Telecontrol. In addition, two other Telepathic skills may be learned: Telescan and Instill Fear.

The difficulty level of Telecontrol is changed for rabbits: this is a Mental/Very Hard skill in B&B. Since it is M/VH and has high prerequisites, abuse is kept to a minimum. Nevertheless, if the GM who has any reservations about this skill at all, he can simply disallow it.

The other Telepathic skills found in the *Basic Set* or *GURPS Psionics* are not appropriate to the genre.

Telescan

You can “search” an area and hunt for a specific individual's mind – this skill does not work on plants or inanimate objects. This takes a turn of concentration and a Telescan roll (rolled by the GM). Although you must specify whom you are looking for, you need not be able to see or even clearly visualize your target, and you never suffer range penalties to your skill.

Your range is *not* divided by 100 for this skill. Subtract the subject's level of Psionic Resistance from your skill. Other modifiers are as follows:

If you've never seen or known the subject: -8

Subject seen or met once: -4

Seen or met the subject several times: -0

Have an item associated with subject: +1 (cumulative with other modifiers)

Subject is a casual acquaintance: +1

Subject is a friend: +2

Subject is a close friend: +3

Subject is a close family member: +5

A successful skill roll will tell you the direction and distance to the subject – a critical success will give a mental picture of the area he is in as well. A critical failure produces misleading information.

If you succeed, you can maintain this skill continuously, to track the subject. No extra concentration is needed, but an additional roll at +4 is required each minute. If this roll is failed, you have lost your target, and must begin the process over again, with penalties for Repeated Attempts.

Given the low Telepathy Power level recommended for *GURPS B&B*, this skill is of little use for finding individuals the seer has never met. Nevertheless, in a twisting, winding warren, it can often provide the breakthrough the PCs need to locate the object of a rescue mission, for example. Also, once an individual is contacted this way, the skill may be maintained if he goes outside the seer's range as if he were familiar to the seer.

Instill Fear

Prerequisite: Telesend 12+

A telepath with this skill can induce fear in an individual or group of foes. This is resolved with a Quick Contest between the Seer's Instill Fear skill and the subject's Will.

To Instill Fear into a single individual does not cost fatigue. A level of Extra Effort (see p. B166) is needed to affect each individual beyond the first, however. That is, it takes 0 fatigue to affect one subject, 3 fatigue and -2 skill penalty for two subjects, 6 fatigue and -4 skill penalty for three subjects, and so on. All subjects must be in the seer's telepathic range (not divided by 100 for this skill). The seer may pick and choose individuals to affect within his range, providing he can see them. He may not attack someone he cannot see unless he has used Telesend or Telereceive to establish a contact with him.

Each subject affected must make a Will roll. If the seer makes his skill roll, but loses or ties the Quick Contest, the subject realizes that there was a psychic attack made, and the usual effects of failure occur. The subject does not feel any fear, and may act normally.

If the psi wins the Quick Contest, the subject is afraid of the seer. This is an unreasoning fear, and lasts $\text{Power} \times 10$ seconds. *In addition*, the subject makes an immediate Fright Check at a penalty equal to the amount the Seer won the Quick Contest by. Any *conscious* results of a failed Fright Check occur simultaneously with the fear. If a subject passes out due to a failed Fright Check, he fears the psi for twice the normal time when he wakes up! Successfully passing the Fright Check does not nullify the fear the subject feels for the psi, however.

Most herbivores who feel this fear will flee if they haven't lost the use of their limbs – make a Reaction Roll at +3 for NPCs and refer to the Reaction Table on p. B205. Most carnivores, on the other hand, will tend to All-Out Attack while subjected to this fear! Make a Reaction Roll at -3. (Note that it is still possible to get a result of a predator fleeing.) A result of Poor or worse results in near-berserk behavior by the predator: it All-Out Attacks, without the bonus to the HT roll that a true Berserker gets.

Exception: any foe with the Berserk disadvantage immediately makes an IQ check – if failed, he goes Berserk!

The GM may override the suggested behavior above if the situation warrants it, of course, and players whose characters are subjected to the Instill Fear skill should roleplay it!

Empathic Healing

5 point per level (No Maximum)

Prerequisite: Empathy Advantage

Empathic Healing is a psionic Power that has five skills associated with it. The Power costs 5 points per level, unlike the *Healing* Power covered on pp. B175-176, which is not available in *B&B*.

The Shout

The Telesend Shout (see p. B168) is modified in *B&B* to be a Quick Contest of Skills: the Seer's Telesend skill vs. the subject's HT. The Seer must make his Telesend roll by *more* than the subject makes his HT roll to succeed in mentally stunning him. Recovery from The Shout is as in the *Basic Set*. For this purpose, the Telesend skill is considered to be a maximum of 16. For example, a Telesend skill 20 is rolled against as if it were 16 for the Quick Contest of Skills.

Mentally stunning a creature that is much bigger than a rabbit requires spending fatigue. If a creature weighs less than 100 pounds (human scale), there is no fatigue cost. Every 100 pounds over that costs one fatigue, however. Thus a large grizzly, weighing 900 pounds, would require 8 fatigue to mentally stun with the Shout – and he might snap out of it the next turn! Run!

Psionics and Non-Rabbits

Psionic skills are not as easy to use on non-rabbits as they are on rabbits.

Lagomorphs (rabbits, cottontails, hares and pikas): there is no penalty to use a psionic skill with any lagomorph.

Non-lagomorphs: There is a -2 penalty for using *any* psionic skill with non-lagomorph animals. These include other mammals as well as birds, reptiles, fish, insects, etc.

Psionics and Humans

No rabbit psionic skill will work on humans at all, unless the GM is willing to allow an exception – see the next paragraph. Psychometry would work with human artifacts, but any resulting information regarding human users would be meaningless noise to a Seer. It would be useful for finding out if other *animals* had anything to do with a certain artifact, though, such as rats making their nest in an old boot, or what type of dog wore a certain collar, etc.

Psi *might* work with humans in the following situations: Critical Success on the psionic roll, with a human with Animal Empathy or psionic ability of his own, with children who still believe in talking animals, with "primitive" humans who believe in totemic animals, or with humans on mind-altering drugs.

See *Humans*, p. 77.

Shock, Stun, Fright

An empath can absorb Shock, Stun, Surprise, and the effects of a failed Fright Check from another rabbit. This requires the empath to touch the subject (which counts as an action), but requires no concentration or fatigue. The Empathic Healer immediately suffers the effects of the Shock, Stun, Surprise, and/or failed Fright Check results, while the subject is totally free from them and may act normally on his next turn. Recovery from Shock, Stun, Mental Stun, Surprise or a Fright Check is as if the empath had originally suffered the appropriate affliction himself.

While this is a drastic action, sometimes quickly reviving the fighter or engineer or only rabbit who can speak Passerine is necessary to save the day . . .

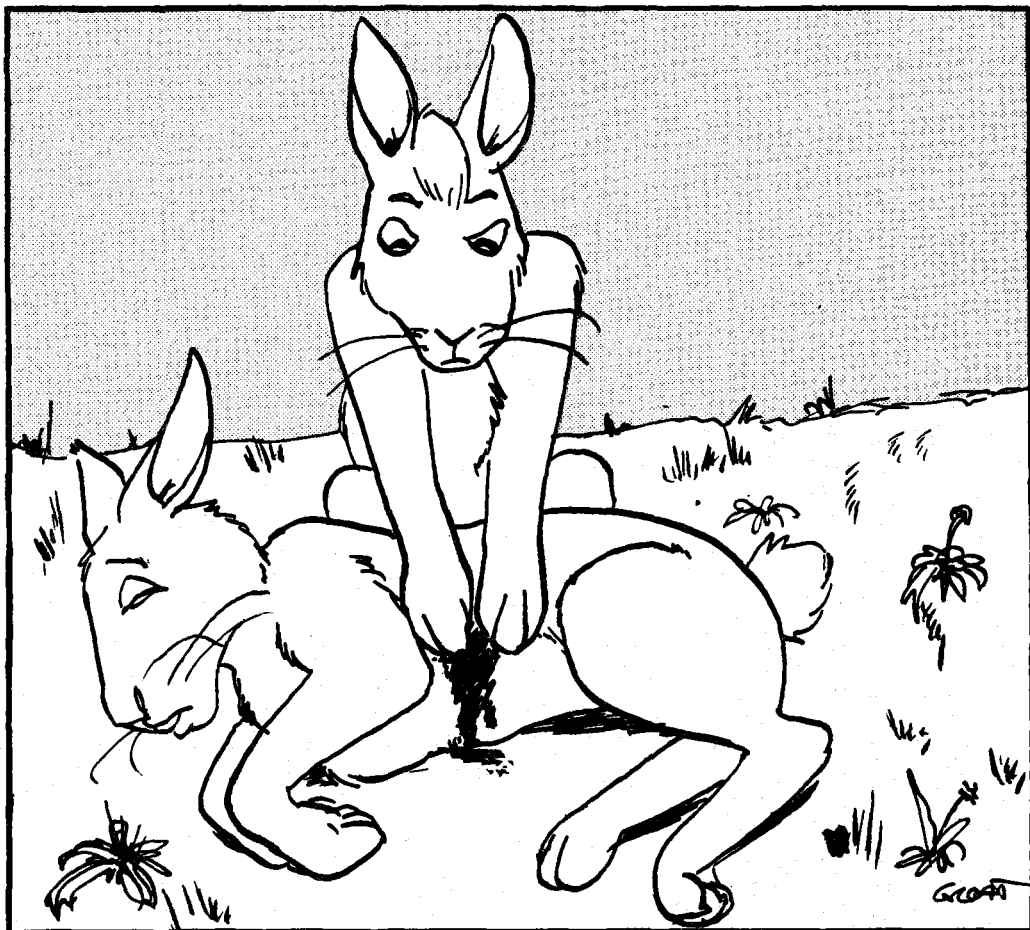
Empaths in Combat

Because an empath is so attuned to other rabbits, any damage he does directly to another rabbit with his teeth or claws is taken as a wound to himself, also! Such damage is limited to the Empathic Healing Power level of the empath; e.g., if an Empathic Healer of Power 4 does 6 points of damage to another rabbit, he takes only 4 points damage himself. This damage is per attack.

Because if this, most empaths have the Pacifism: Cannot Fight Rabbits disadvantage – but not all do. An empath could safely roll a rock down onto another rabbit without harming himself, for example . . .

The Animal Empathy advantage does not have any corresponding Empathic Healing advantage associated with it, nor does it mean the empath hurts himself when he wounds other species.

An empath does not suffer the self-wounding described in the previous sidebar when fighting other species. He is free to brawl with foxes and wolves all he wants!



Unlike most psionic Powers, Empathic Healing has a prerequisite: in order to buy even one level of Empathic Healing, the character must have the Empathy advantage (or the Emotion Sense equivalent described on p. B168). In general, follow the standard psi rules in Chapter 20 of the *GURPS Basic Set*; exceptions are noted in the Power and Skill descriptions, below.

All Empathic Healing skills are Mental/Hard.

The Empathic Healer

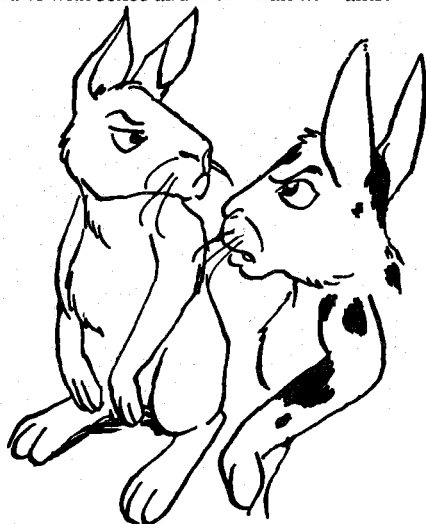
An Empathic Healer, or empath, is a character who has the Empathy advantage and Empathic Healing Power. An empath can heal other characters by absorbing into his own body damage they have taken. This damage is then healed at much more rapid rate. An empath cannot heal himself in this manner – if he takes damage from an attack, for example, he must heal the normal way, or through the use of herbs.

A sufficiently powerful empath can also cure disease, neutralize poison and restore crippled limbs. In addition, any empath can remove shock, stun, surprise, and even the effects of a failed Fright Check from a rabbit. The bad news is that he then suffers those consequences himself . . .

The damage, disease, or poison absorbed from a healed subject is not taken off of the empath's HT, but is treated as fatigue, based on ST. The amount of fatigue taken depends on the Power level of the empath – see the individual skills, below. This fatigue is recovered normally, 1 ST per 10 minutes' rest.

The empath suffers the *symptoms* of the subject he just cured until he rests fully from healing him. This usually means he will be in pain, possibly severe, and needs a Will roll to avoid resting! An Empath with the High Pain Threshold still feels pain from Empathic Healing, but gets a +4 to his Will roll to push on.

An empath must rest fully from all fatigue incurred from a healing session before another attempt can be made to heal the same subject.



All empathic skills except Analyze Health require the empath to touch the subject. Analyze Health requires only that the empath see the subject. The time required is listed with each skill.

Empathic healing skills are at -2 if the victim is unconscious, and can never bring back the dead.

Healing

★3

This is the basic skill of healing wounds. On a successful healing roll, the Empathic Healer can restore lost HT up to his own Power+2. Failure costs the Empath 1d fatigue; critical failure means the empath passes out – all available ST has been drained! There is no additional damage to the subject for a critical failure, however. All fatigue from failure must be recovered before the empath may attempt to heal the same patient.

Fatigue: The fatigue cost of successful healing depends on the Power level of the empath:

Power 1 to 5: 1 fatigue per hit healed;

Power 6 to 10: 1 fatigue per 2 hits healed, round up;

Power 11 to 15: 1 fatigue per 3 hits healed, round up;

and so on. The progression is continued indefinitely.

Time required: The empath may heal Power number of hits every two minutes. This means that (120 divided by Power) seconds are needed to heal one hit. For example, a Power 6 Empath can heal six hits in two minutes, which works out to 20 seconds per hit (120/6).

Critical Success on the Healing roll means that the healing takes only one second, is not fatiguing at all to the empath, and heals twice the normal number of hits!

There is a skill penalty to heal non-lagomorphs (see sidebar, p. 33). Time and Fatigue costs are doubled for creatures over 100 pounds (human scale) and doubled again for animals over 1,000 pounds.

Analyze Health

Prerequisite: Empathic Healing Power 3

This is the ability to read a subject's aura to analyze his health. An Empath could tell that someone had a fatal disease or that they were down to their last few HT or fatigue points. On a critical success, details are learned. Add the amount by which the skill roll succeeded to Diagnosis or Poisons skill in medical situations.

An Analyze Health roll is usually needed to determine whether a rabbit is suffering from something that can be healed with the Cure Disease skill or Neutralize Poisons skill.

A successful roll will also reveal if the subject is under extreme stress or is in an intense emotional state. Only critical success will reveal any details, however.

Fatigue and time required: The Empath does not need to touch the subject, only to see him clearly. This costs no fatigue and counts as a single action if in combat time. This can be a boon if you are observing an animal acting strangely as he approaches – he may have rabies!

Cure Disease

Prerequisite: Empathic Healing Power 4

You can cure disease in a subject. A Diagnosis roll is required; if you fail the roll, you are at a penalty equal to the amount you missed the roll by.

Fatigue and time required: The worse the disease, the longer the time to heal and the more fatigue it costs. It takes anywhere from 1 minute to 3 minutes to cure disease – this must be uninterrupted! Fatigue cost is from 4 to 10, depending on the severity of the disease, as set by the GM. Every 10 levels of Power reduces fatigue cost and time by one half. You have only one try per subject per disease!

The GM may require a higher level of Power for severe diseases: Myxomatosis or Rabies (see p. 81) would require at least Power 10.

Psis of Other Species

Non-rabbits with psionic powers may exist. None are written up in this book, but a psi from any species at all may be used as needed. After all, if rabbit psis exist, why not cat or dog or squirrel psis? This can be a useful tool for the GM who needs an animal to communicate with the bunnies, but they don't have a language in common!

Seers and Empaths Using Magic Rules

Some Game Masters and players prefer the game mechanics of magic to psionics. If this is true for your group, it is very easy to adapt *GURPS* magic spells to a Seer or Empath character. *GURPS Magic* is required, however. If desired, the labels can even be changed to some form of psi ability. If the GM wants magic in his campaign, anyway, this is an unnecessary step.

There is no room to give full details, but it's easy for anyone accustomed to running magic rules to figure out. Require *Magery* (possibly called *Psionic Aptitude*) and follow all regular magic rules, including point costs, fatigue, range, resistance, etc. Prerequisites will need to be adjusted or ignored, however, since many of the listed prerequisites are not available.

Empaths

Allow an Empath to have any Healing spell in the *Basic Set* except Recover ST, which doesn't exist in *B&B*. Cure Disease, Neutralize Poison and possibly Restoration from *GURPS Magic* should also be allowed.

Seers

A Seer's spell list is more scattered. The GM may customize this to his needs, but the following spell list has worked well:

Aura, Control Rabbit (VH), Control Non-Rabbit (VH), Death Vision (VH), Divination, Fear, Find Weakness, Hide Thoughts, History, Mental Stun, Mind-Reading, Mind-Sending, Pathfinder, Predict Weather, Seek Food, Seek Water, Seeker, Sense Danger, Sense Emotion, Sense Foes, Sense Life, Soul Rider, Stun, Telepathy (VH), Terror, Test Food, Trace, Truthsayer, and Watchdog.

Control Rabbit and Control Non-Rabbit are just variations on the Control Person spell, of course. Control Non-Rabbit will not work on a human.

Seek Food will not work on herbs.

Herb Lore Terms

A **breathed herb** creates a cloud of pollen that affects any creature that breathes it.

Concoction: see *Herbal Concoction*, below.

Contact herbs are those that take effect upon contact with the skin. They can penetrate fur but not shells.

Double-edged herbs have both positive and negative effects on the subject.

Familiarity with an herb means the Herbalist knows everything about about it, from starting material to finished Herbal Concoction.

Herb Lore covers every aspect of herbs – the identification of the raw starting material (Botany) and the transmutation into a potent Concoction (Herbary). An Herbalist is skilled at Herb Lore – but there is no single skill called Herb Lore.

Herb is used to mean both an Herbal Concoction and the plant it is derived from. It usually means the former – if in doubt, interpret it as Herbal Concoction.

Herbal Concoction: also called herb. This is the end product of the Herbary skill – most plants are not potent until transmuted into a Concoction. An Herbal Concoction can take the form of a leaf, powdered leaf, root, stem, flower, ball, pollen, etc., and may be dried or not, depending on the particular herb. The Snuffball that a fighter tosses to the ground in front of a fox to make him sneeze is an Herbal Concoction.

Herbalist: any rabbit proficient in Herb Lore. In *B&B*, this means he knows Botany and Herbary at 12+. An Herbalist is skilled at recognizing the plants that can be converted to Concoctions, and the actual process necessary to produce the Concoction. He also is knowledgeable about the effects and possible side effects of Herbal Concoctions.

Herbary is the science of herbs. This is the skill necessary to change a plant into a potent Herbal Concoction. It is analogous to Alchemy in a fantasy game, except that Herbary takes *much* less time.

Hostile herbs have adverse effects.

Ingested herbs must be eaten or rubbed on a wound to be effective.

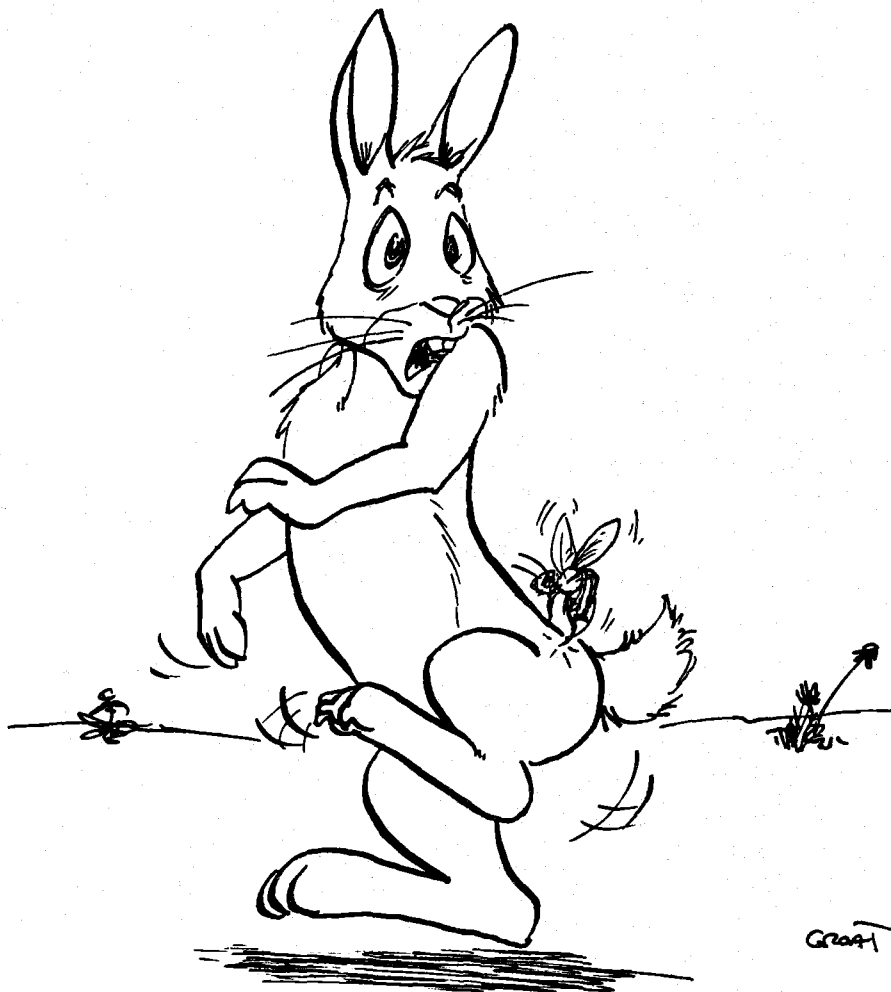
Poisonweed is an Herbal Concoction gone bad. It may not actually cause damage like true poison, but it won't do what it's supposed to do.

Salutary herbs have beneficial effects.

A **Side effect** is a temporary by-product of a critical success when preparing an herb. It makes the herb more potent in an unexpected way.

Smell Clarity distinguishes how difficult an herb is to identify. There are four smell clarities: clear, cloudy, murky and dense.

Starting Material is a plant from which an Herbal Concoction is derived. It has no potency until processed by an Herbalist.



The time to cure disease in animals over 100 pounds (human scale) is doubled, and doubled again for animals over 1,000 pounds. Fatigue is increased by +2 for animals over 100 pounds, and by +4 for animals over 1,000 pounds.

Neutralize Poison

Prerequisite: *Empathic Healing Power 5*

You may neutralize all types of poisons: bites, stings, human-made, botanical, etc. A Diagnosis or Poisons roll is required; if you fail the roll, you are at a penalty equal to the amount you missed the roll by.

Fatigue and time requirements: The stronger the poison, the longer the time to heal and fatigue it costs. It takes from 1 minute to 3 minutes to neutralize poison – this must be uninterrupted! Fatigue cost is from 4 to 10, depending on the potency of the poison. Every 10 levels of Power reduces fatigue cost and time by one half. You have only one try per subject per poison!

The GM may require a higher level of Power for very potent poisons: the poison of the Gaboon Viper or the Black Mamba may require Power 10+.

The time to neutralize poison in animals over 100 pounds (human scale) is doubled, and doubled again for animals over 1,000 pounds. Fatigue is increased by +2 for animals over 100 pounds, and by +4 for animals over 1,000 pounds.

Restore Limb

Prerequisite: *Empathic Healing Power 8*

You may restore a crippled limb to full health. However, this skill will not replace a severed limb. This skill is also used for restoring vision in a blinded eye, if the blindness was caused by a wound, or hearing in a wounded ear. It will make tattered ears and munched-up tails attractive again, etc.

Fatigue and time required: Restoring a limb or organ is slow, tiring work. The Healer must Concentrate for an uninterrupted ten minutes, which costs him 8 fatigue. He must do this for seven consecutive days (a quarter-moon) – if he misses a day, he must start over. One failure means the day is lost and does not count as one of the seven, but the Healer does not have to start over. Failures on two consecutive days means the attempt to restore the limb cannot succeed. The patient will have to try a different Empath to be healed. Every 10 levels of Power reduces fatigue cost and daily time by one half (seven consecutive days are still needed, however).

Critical success on a roll means that day's work was so successful that it counts as two days.

There is no modifier for a limb, tail, or tattered ear, but restoring an organ (eye, eardrum, etc.) is at -3.

The time spent per day is tripled for animals of over 100 pounds (human scale), and tripled again for animals over 1,000 pounds.

Herb Lore

In *GURPS Bunnies & Burrows*, an Herbalist is any rabbit who has studied Botany and Herbary, which together make up Herb Lore. In general, a character doesn't merit the title Herbalist until he knows both skills at level 12+, but there are reports of charlatans...

Herb Lore is important in *B&B*, and every large warren has at least one rabbit trained in it. A small warren is lucky if they have an Herbalist – otherwise they must trade truffles and other delicacies for herbs from wandering Herbalists – and not all wandering Herbalists sell *po-tent* herbs, alas.

Herb Lore is as close as a rabbit can get to magic in *B&B*. If the party of PCs does not have an Herbalist, there should be at least occasional recourse to an NPC proficient in these skills.

Skills

An Herbalist must know Botany and Herbary well. Both skills play an important role in the creation of Herbal Concoctions; both are Mental/Very Hard skills.

Botany

see p. 25

Botany is necessary to identify the starting material an Herbal Concoction is derived from.

To most rabbits, plants fall into three categories: nutritious, non-nutritious, and poisonous. A successful Survival skill roll will let any rabbit know which category a particular plant belongs to, but that's all. It's not easy to motivate a rabbit to look at non-nutritious plants, which are the sources of most Concoctions. Botany is thus Mental/Very Hard in *B&B*.

Starting Material

The starting material for each Herbal Concoction is deliberately left out in this book. If the plant that yields Snuffballs is described as six inches high, with long, thin dark leaves and purple five-pointed flowers, then anyone who has read the book could say his character is looking for such a plant, even if he isn't familiar with it.

Thus, the GM is free to derive any herb from any plant he wishes. He could use real plants or make them up – whatever he likes. A sample list of real plants by habitat is on p. 38.

Some herbs may even be derived from other herbs. Slumberdust might be derived from Slumberflower, for example – or it might not be...





Plants & Habitats

Here is a short list of both common and rare plant names and their habitats. Those who enjoy such detail can assign a plant name as the starting material to any of the Herbal Concoctions they desire. The Game Master should only reveal those names which a PC is familiar with, however!

Remember that rabbits are primarily meadow animals. Any grassland plants that yield potent herbs would be harvested early in the year by eager Herbalists.

Warning: in real life, some of these plants are poisonous!

Meadow Plants

Adder's tongue, chickweed, clary, dandelion, knapweed, meadowsweet, nettle, red clover, sorrel, yarrow.

Hedge Plants

Agrimony, avens, blackberry, bryony, burdock, heartsease, henbane, holly, mugwort, pennyroyal, peppermint, vervain.

Woods Plants

Agaric (fungus), amadou (fungus), bayberry, bistort, cowslip, golden seal, lobelia, mistletoe, primrose, sanicle, sassafras, woodruff.

Human Garden Plants

Angelica, balm, basil, chicory, dill, garlic, hyssop, marigold, onion, parsley, peony, rose, sage.

Marsh or Bog Plants

Bilberry, buckbean, butterbur, cattail, coltsfoot, comfrey, hellebore, horsetail, mallow, milkweed, sundew, valerian.

Mountain Plants

Bitter root, club moss, gentian, masterwort, mezereon, savin, stonecrop.

Miscellaneous Plants

Kelp (oceans), calamus (riverbanks), echinacea (prairies), eryngo (beaches), loosestrife (riverbanks), samphire (sea coasts), watercress (streams).

An Herbalist who knows Botany at 12+ may start the game *familiar with* a number of source plants of Herbal Concoctions equal to his Botany Skill. Familiarity with a plant means knowledge of its appearance, smell, habitat, seasonal variations, and what part of the plant produces a particular Herbal Concoction.

A list of herbs is given later in this chapter. These are arranged by *smell clarity* – see below. The GM should strike out the herbs on the *Instant Bunnies* sheet that he does not allow beginning characters to know. The player may then choose which herbs his character knows from those remaining on the list. Note that his level of Acute Smell/Taste (or Alertness) limits which herbs he can recognize.

Example of Herb Familiarity

Rutabaga, IQ 13, has 16 points in Botany, learning it at level 15. He also has 3 levels of Acute Smell/Taste, so he can choose any herbs he wants. The player has decided that his character knows the following 15 herbs at the start of the game: Arrow Root, Bounceberry, Burning Nettle, Fumitory, Lemonberry, Lemonberry Pollen, Orchid Root, Purpleberry, Razzleberry, Redberry, Skunk Flower, Slumberflower, Snuffball, Sugarleaf, and Sweetberry.

This does not mean Rutabaga starts the game with a supply of each of these herbs – see the Herbarium skill to determine which Herbal Concoctions he actually begins the game with. Familiarity with these 15 herbs means merely that Rutabaga will recognize the plants that yield the Herbal Concoctions.

Herbary

see p. 28

Herbary is a venerable English word meaning, among other things, the science of herbs. This skill is the knowledge of Herbal Concoctions from harvesting, to storage, to effects, to delivery, to potency. Once an Herbalist has correctly identified a plant with Botany skill, he then must roll against Herbary skill, minus the preparation difficulty listed with each herb, to successfully transmute the raw material to an active Herbal Concoction.

Herbary skill level determines the *number* of prepared herbs a beginning Herbalist starts with. These Concoctions *must* be chosen from plants he is familiar with – see Botany, above. See *Smell Clarity*, below, to determine how many of which herbs an Herbalist may begin with.

Smell Clarity

Herbalists primarily use their noses to identify plants. Some plants are easier to identify – Herbalists say their scent is *clearer* than others. Herbalists over the years have catalogued plants by *smell clarity*. From easiest to most difficult to identify, the four clarities are *clear*, *cloudy*, *murky* and *dense*. The more difficult clarities cannot be differentiated by most rabbits! Bunnies without the Acute Smell/Taste advantage can only recognize clear herbs.

Each smell clarity has a difficulty modifier to the *Botany* roll, and requires a certain level of the Acute Smell/Taste advantage (or Alertness, which grants the same ability):

Clarity	Diff	Acute Smell Req'd	No. of Herbs in List
Clear	-0	0	25
Cloudy	-1	1	14
Murky	-2	2	10
Dense	-3	3	8



Herbs at the Start of the Game

An Herbalist may start the game with (2xHerbary skill) number of Clear Herbal Concoctions. These herbs may only be chosen from those that he is familiar with – see *Botany*, p. 37. He does not have to start the game with a sample of each herb he is familiar with, and he may start with multiple doses of any familiar Herbal Concoction.

Alternately, he may substitute a number of more difficult herbs to identify for a larger number of clear herbs. The ratios are:

- 2 clear herbs are the equivalent of 1 cloudy herb
- 3 clear herbs are the equivalent of 1 murky herb
- 4 clear herbs are the equivalent of 1 dense herb

Thus an Herbalist with Herbary-15 can start the game in possession of 30 prepared clear Herbal Concoctions. Or, he may elect to start with only 20 clear Concoctions, and 5 cloudy herbs. Or 11 clear Concoctions, 3 cloudy ones, 3 murky ones and 1 dense herb. And so on – he may start with any combination that is the equivalent of 30 clear herbs.

No matter what the smell clarity of an herb, the Herbalist must be familiar with it to have a dosage of it in his possession at the start of the game.

Example of Herb Selection

Rutabaga has Herbary at 14, so he may start the game with the equivalent of 28 clear herbs from the *Instant Bunnies* sheet.

Rudy elects to start with

- | | |
|-----------------------------|--------------------------|
| 1 Arrow Root (clear) | 0 Razzleberry (clear) |
| 2 Bounceberry (cloudy) | 2 Redberry (clear) |
| 1 Burning Nettle (cloudy) | 2 Skunk Flower (clear) |
| 1 Fumitory (cloudy) | 0 Slumberflower (cloudy) |
| 3 Lemonberry (cloudy) | 3 Snuffball (clear) |
| 1 Lemonberry Pollen (clear) | 1 Sugarleaf (murky) |
| 0 Orchid Root (clear) | 1 Sweetberry (cloudy) |
| 0 Purpleberry (clear) | |

This totals 9 clear Concoctions, 8 cloudy Concoctions (equal to 16 clear), and one murky Concoction (equal to 3 clear). This is the equivalent of 28 clear Herbal Concoctions, which is twice his Herbary skill.

Note that Rutabaga is able to identify Orchid Root, Purpleberry, Razzleberry and Slumberflower, even though he isn't starting the game with any of those herbs in his possession. He may try to pick some up during play – see p. 43.

Types of Herbs

Herbs can be divided into types either by their *delivery* method, or by their *effects*. See sidebar, *Using Herbs*, p. 41.

Herbs by Delivery

Ingested herbs must be taken orally or rubbed in a wound.

Contact herbs can be rubbed onto skin or even fur.

Most *breathed* herbs are pollen balls, and are activated by throwing them forcefully to the ground.

There is only one *special* herb in this book, though the Game Master may create more. Fireroot has no effect if swallowed. Before allowing this herb, see p. 81.

Herbs and Other Species

Herbs will affect other species, but multiple doses will be needed for large animals. Dosage is determined by weight.

Up to 50 lbs. (human scale): creatures will be affected by Herbal Concoctions as written.

51 to 100 lbs. (human scale): creatures need two doses to get the full effects of an Herbal Concoction. One dosage will have a reduced effect – see below.

101 to 150 lbs. (human scale): creatures need three doses to get the full effects. One dose has no effect, but two doses will have a reduced effect – see below.

The formula for Herbal Concoctions affecting large animals is: # of Doses = weight/50, round up. Thus a 150 lb. animal will need just 3 doses, but a 151 lb. animal will need 4. One dose less than the minimum dosage has reduced effect, but an amount smaller than that has no effect at all. An IQ-5 or Herbary-2 roll is needed to gauge the right dosage – the GM rolls in secret. A failed roll means the player will have to guess – his character doesn't know.

Reduced Effect: the effects of one dose below minimum produce a weakened effect. (Exception: a minimum of one dose is required to produce *any* effect!) There are three possible results of a weak dosage, determined by the GM: reduced effect, reduced duration, or delayed reaction. For example, a 110-lb. dog given 2 doses of a sleeping Concoction might only get drowsy instead of actually sleeping (IQ and DX at -2). Or he might sleep for one quarter of the expected time. Or the dog might eventually drop off to sleep, but it could take up to an hour to do so. An Herbary-5 roll is needed to judge the most likely result of a weak amount of a certain herb – the GM rolls in secret when requested.

Exception to Reduced Effect: a single Snuffball works on any air-breathing creature!

Most herbs will work on humans – those that affect the body, such as sleep, damage, attributes, etc. Those that affect the mind, however, such as Locoweed or Wildroot, will have no effect except in *massive* doses (25 or more).

There is no “other species” modifier for herbs as there is for Psi.



"Resisted" Herbs

Many of the Hostile herbs are "resisted," but this term has a different meaning than found for Magic Spells in the *Basic Set*.

There is no Quick Contest in herb use. The subject rolls against his HT (possibly at a penalty for a specific herb). If he fails the HT roll, he takes the full effect of the herb for the full time period. On a critical success, the herb has no effect whatsoever on the subject.

On a successful HT roll that is not critical, however, the GM rolls one die, keeping the result hidden from the players:

1-2: subject takes full effect for a reduced duration — see below.

3-4: subject takes full effect for full duration, but there is a delayed reaction in minutes equal to how much the HT roll was made by. (Example: Roger the dog has swallowed some Slumberleaf and makes his HT roll by 3. He'll stay awake an extra 3 minutes before the herb takes effect.)

5-6: subject takes half effect for full duration. (Example: an herb that ordinarily reduces ST by 4 will only reduce it by 2. For some herbs, this may be inappropriate — roll again.)

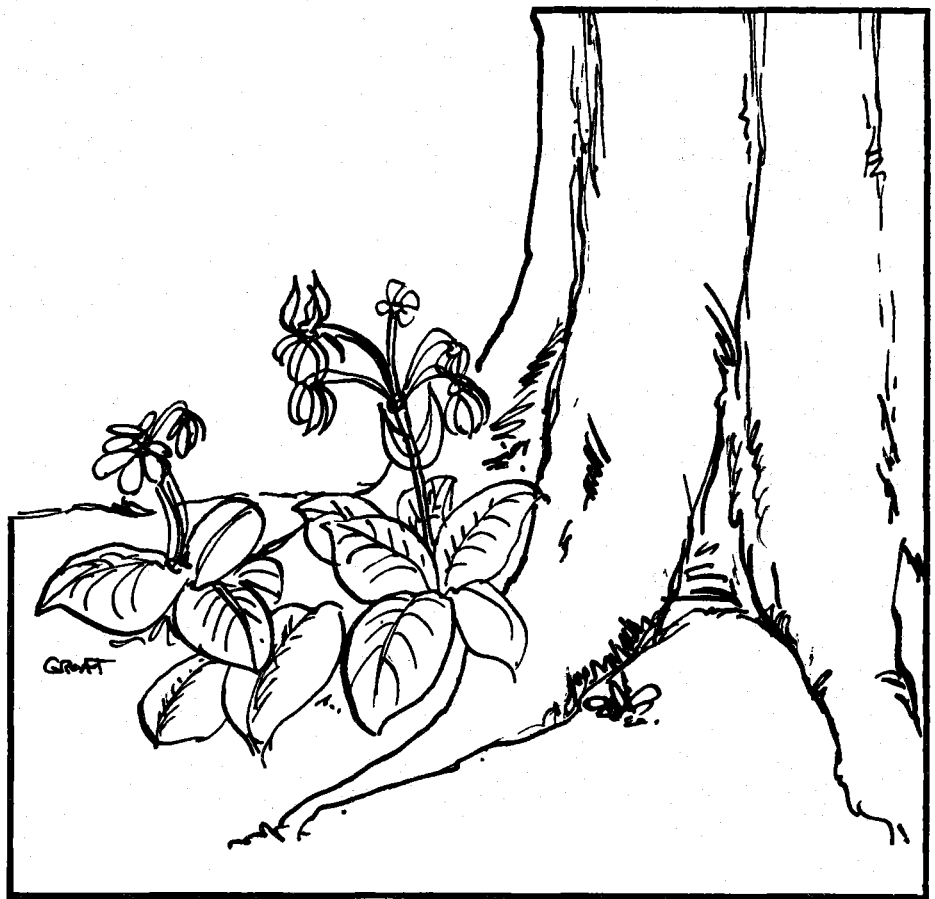
Strong Will *does* add to the HT resistance roll.

The GM should roll all resistance rolls in secret — there is no way that either the Herbalist or victim can know the duration!

Duration

If the result is reduced duration, this will vary — it is at most half the normal time, but a good roll means a very short duration.

HT roll made by	Duration
0	½ normal time
1-4	⅓ normal time × 1d
5-9	⅙ normal time × 1d (i.e., a duration of hours become minutes; minutes become seconds. Multiply by one die.)
10+	Critical Success: No Effect



Herbs by Effect

Hostile herbs are those used against foes. Note that the effects do not necessarily *harm* the subject — Slumberleaf, for example, may grant pleasant dreams!

Salutary herbs are beneficial herbs used on the Herbalist himself or on friends and allies.

Double-edged herbs have both salutary and hostile effects, and may be addictive. Players wishing to take the Addiction disadvantage for their characters should consult with the GM on which herbs are addictive.

Sample Herb List

GMs are encouraged to alter this list to meet their needs. Some of these herbs might not be suitable for a particular campaign — and there's always room to add new ones.

Clarity: smell clarity. See p. 38, and *Identifying Herbs*, p. 43.

R/HT: Resisted by HT. R/HT-2 = Resisted by HT-2, and so on. See sidebar, p. 40.

Prep: Preparation Difficulty modifier. See *Preparation of Herbal Concotions*, p. 44, and *Preparation Techniques*, p. 46.

Mode: method of delivery. I = Ingested, B = Breathed, C = Contact, NA = Not applicable.

Clarity: Clear

(-0 to Botany)

Clear Hostile Herbs

Bitterberry, R/HT-2: The subject hallucinates on suggestion for 10 minutes.

(Prep: -2; Mode: I)

Creeping Vine R/HT: Subject is at -4 ST for 1 hour. (Prep: -0; Mode: I)

Lemonberry Pollen: Does 1d damage. (Prep: -1; Mode: B)

Locoweed R/HT-4: Causes Madness for 10 minutes. Roll 1d: 1 = Berserk; 2 =



Catatonic (no actions); 3 = Phobic (violently afraid of something in the immediate area); 4 = Hebephrenic: subject laughs, jokes, and giggles. If confronted with danger, there is a 50% chance his reaction will be useful – otherwise, he does something silly. 5,6 = Herbalist chooses one of the above. (Prep: -1; Mode: I)

Loveweed: Subject has the Lecherousness disadvantage for 1 hour. (Prep: -0; Mode: I)

Purpleberry R/HT-4: All Sense rolls at -5, 1 hour. (Prep: -1; Mode: I)

Razzleberry R/HT-2: Acts on suggestion for 10 minutes. (Prep: -2; Mode: I)

Scratchweed: Causes intense itching for 1 minute: -3 to all DX-based skills. (Prep: -2; Mode: C)

Slumberleaf R/HT: Puts to sleep for 10 minutes. (Prep: -1; Mode: I)

Snuffball: Causes sneezing for 1 minute. Subject may do nothing else except move 1 yard/turn, and defends at -4. (Prep: -1; Mode: B)

Wildroot: Subject goes berserk, 10 minutes. (Prep: -0; Mode: I)

Clear Salutory Herbs

Arrow Root: Poison antidote and immunity for 1 hour. (Prep: -0; Mode: I)

Bitter Mushroom: +2 ST for 1 hour. (Prep: -0; Mode: I)

Dodgeweed: +1 Dodge for 1 hour. (Prep: -1; Mode: I)

Eyebright: +3 to all Vision rolls for 1 hour. (Prep: -0; Mode: I)

Feverleaf: Cures any one disease. (Prep: -0; Mode: I)

Hardberry: +1 DR for 1 hour. (Prep: -1; Mode: I)

Hushweed: +3 Stealth for 1 hour. (Prep: -0; Mode: I)

Orchid Root: Nullifies duration-based hostile herbs affecting the subject, and grants immunity for 1 hour. (Prep: -0; Mode: I)

Perk-ear Leaf: +3 to all Hearing rolls for 1 hour. (Prep: -0; Mode: I)

Pestflower Dust: Protects from pests for 1 day. (Prep: -0; Mode: C)

Quickthorn: Awakens; unstuns; makes subject instantly alert. It must prick the skin to work. (Prep: -1; Mode: C)

Redberry: Heals 1d damage or restores 2d fatigue. (Prep: -0; Mode: I)

Skunk Flower: Vile odor: Predators miss first bite. 1 hour. (Prep: -0; Mode: C)

Squawk Berry: Rabbit sounds like a crow for 10 minutes. (Does not grant knowledge of crow language.) (Prep: -0; Mode: I)

Clarity: Cloudy

(-1 to Botany)

Cloudy Hostile Herbs

Bitterthorn R/HT-2: The subject hallucinates on suggestion for 10 minutes. (Prep: -2; Mode: C)

Blackweed R/HT-2: Causes intense fear of *everything* for 10 minutes. (Prep: -2; Mode: I)

Dimweed R/HT-2: Subject is at -4 IQ for 10 minutes. (Prep: -1; Mode: I)

Lemonberry: Causes 2d damage. (Prep: -2; Mode: I)

Slumberflower R/HT-3: Puts to sleep for 30 minutes. (Prep: -1; Mode: I)

Stinging Nettle: Does 2d damage. (Prep: -3; Mode: C)

Sweetberry R/HT-2: Subject is at -4 DX for 10 minutes. (Prep: -2; Mode: I)

Cloudy Salutory Herbs

Balm: Soothes any extreme emotion (even Berserk). (Prep: -1; Mode: I)

Bounceberry: +2 Dodge for 2 hours. (Prep: -2; Mode: I)

Burning Nettle: Heals 2d damage or restores 3d fatigue. (Prep: -2; Mode: I)

Fleeting Violet: +2 to running speed for 1 hour (Does not affect Combat Move or Dodge). (Prep: -1; Mode: I)

Foxglove Pollen: Makes rabbits, including their tracks, smell like a fox for 10 minutes. (Prep: -2; Mode: C)

Using Herbs

As stated on p. 39, each herb is either a breathed, contact or ingested herb.

Each ingested and contact herb will affect only one creature. A breathed herb creates a cloud of pollen that affects *everyone* in a 7-hex area except those holding their breaths. The cloud area includes the hex the herb is broken in and the surrounding six hexes. Only those who know the herb is coming will be holding their breaths in advance.

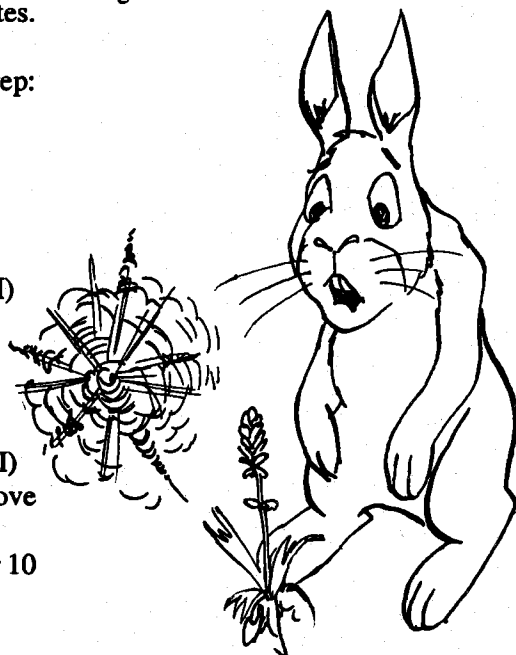
Breathed and contact herbs may be thrown, which counts as an action. Breathed herbs may be *lobbed* – see p. B119. A breathed herb always breaks when thrown – there is never a “dud.”

A contact herb may be delivered by paw, without harm (or benefit) to the delivering rabbit. The herb is assumed to come with a handling leaf. This counts as an action, and a DX or Martial Arts roll to hit is necessary. The herb may be Dodged.

Ingested herbs have instantaneous effects (cinematic game) or take 1d minutes to affect (“realistic” game). Snuffballs are always instantaneous; other breathed herbs follow the guidelines for ingested herbs. Contact herbs take effect as ingested herbs for animals with no DR (Toughness does not count as DR for this purpose). It takes 5 seconds to penetrate each DR of fur (cinematic game) or 1d minutes (“realistic” game). Contact herbs will not penetrate shells, however (turtle, snail, armadillo, etc.).

Large creatures may require multiple doses – see the sidebar, p. 39.

If someone is carrying a breathed herb in his fur or pack, and falls, is slammed, or there is otherwise a chance of the pollen ball breaking – he might be exposed to his own herb! There is a 50% chance such a ball will burst. Usually the bunny will not be expecting such a rude event, and will not be holding his breath.



Storage of Herbs

Improper storage of herbs may render them ineffective. For example, burial in dirt will destroy berries and balls after one hour. Being soaked with water instantly destroys dusts, and renders flowers ineffective until they have been laid out to dry for one hour. Roots and mushrooms exposed to direct sunlight for one hour will no longer function. Stems, leaves and nettles left in the open air for more than one day will be consumed by insects.

Note that these rules still allow all herbs to be kept safely in a closed, dry bag without harm.



Carrying Herbs

The safest way to carry herbs is in a backpack – see above. The herb can be retrieved without removing the pack if done by another rabbit – this takes 1d seconds. Otherwise, the pack must be removed (1 second), and then searched (1d seconds).

A rabbit may carry an herb in his mouth, but obviously talking is impossible. This is also risky in a Fright Check situation. If he fails the Fright Check, roll one die: 1 or 2 = he retains his grip on it; 3 or 4 = he drops it on the ground; 5 or 6 = he swallows it!

It takes one turn to ready an herb carried in the mouth – although it can be swallowed as a free action during the rabbit's own turn.

A rabbit may also tuck an herb or two into his fur for quick access. Any rabbit may carry two such herbs safely without having to make a roll (behind the ears is a good, sturdy place), but carrying a third herb requires a DX roll when placing it. On a failed roll, the herb is broken, and loses its potency if an ingested herb – or is activated if contact or breathed! Another DX roll is required to avoid breaking the herb whenever the rabbit does something strenuous, such as fighting, Acrobatics, falling, etc.

The Fast-Draw: Herb skill is used only for readying an herb from the fur – not from the mouth or a pouch.

Fumitory: Neutralizes odors for 8 hours: -8 to smell whatever it is rubbed on. (Prep: -3; Mode: C)

Cloudy Double-Edged Herbs

Wild Thyme: Makes a rabbit intoxicated and feisty (thinks he can beat a wolverine) for a half hour. If a Carousing roll is failed, all attributes are at -3 for the duration *and* for one hour afterwards. Each additional dose adds a -1 penalty to the Carousing roll. (Prep: -1; Mode: I)

Clarity: Murky

(-2 to Botany)

Murky Hostile Herbs

Slumberdust R/HT-2: Puts subject to sleep for 30 minutes. (Prep: -3; Mode: B)

Slumberroot R/HT-6: Puts to sleep for 8 hours. (Prep: -3; Mode: I)

Sour Mushroom: Does 3d damage. (Prep: -3; Mode: I)

Sugarleaf R/HT-6: Paralyzes for 10 minutes. (Prep: -3; Mode: I)

Twisted Root: Subject hates what he usually loves for 1 hour. (Prep: -2; Mode: I)

I)

Murky Salutory Herbs

Bardflower: +3 Charisma for 1 hour. (Prep: -3; Mode: I)

Heedwell: Eidetic Memory for 1 hour (memory aspect only). (Prep: -2; Mode: I)

I)

Oak Bud: +2 Willpower for 1 hour. (Prep: -2; Mode: I)

Willow Bark: Grants High Pain Threshold for 1 hour. (Prep: -1; Mode: I)

Murky Double-Edged Herbs

Chortleberry R/HT-4: Causes uncontrollable giggles for 10 minutes. Everything is funny. All attributes are at -3 for this time. (Prep: -1; Mode: I)

Clarity: Dense

(-3 to Botany)

Dense Hostile Herbs

Bitterweed: Does 4d damage. (Prep: -3; Mode: I)

Powderball: Causes blindness for 10 minutes. (Prep: -3; Mode: B)

Dense Salutory Herbs

Golden Seal: All die rolls are improved by 2 for 1 hour! (Prep: -3; Mode: I)

Hero Flower: Subject is at Dodge +4 and ST +4 for 1 hour. (Prep: -3; Mode: I)

I)

Dense Double-Edged Herbs

Fireroot: Catches fire if put in the sun for 1 minute. (Prep: -3; Mode: NA)

Magic Mushroom: Pleasantly mild hallucinogen (subject is useless for 1 hour). (Prep: -2; Mode: I)

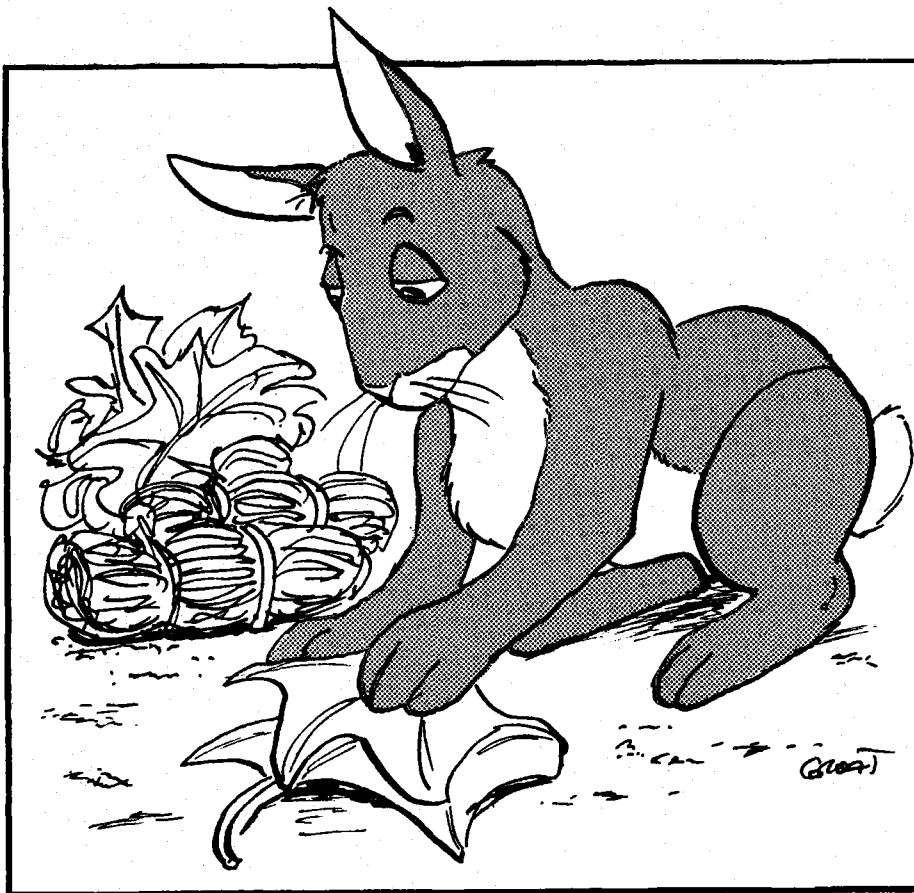
Mystic Mushroom: Doubles any Psi Power (not skill) for 10 minutes, then does 1d damage. (Prep: -3; Mode: I)

Seerflower R/HT: Gives a vision of a possible future, even to non-Seers. All attributes are at -3 for 1 hour afterwards. (Prep: -3; Mode: I)

The Phases of Herb Lore

From starting material to finished Herbal Concoction consists of two basic phases:

1. The Herbalist must find the starting material. This can be through a deliberate search, fortuitous circumstance, or even obtaining it from a wandering Herbalist. If the Herbalist is experimenting with unknown plants, this stage is actually



broken down into two phases: (A) finding the correct plant; and (B) locating the correct *part* of the plant!

2. The Herbalist must choose which preparation technique to use on the starting material, and then carry out the operation to completion.

Each step has opportunities for error . . .

Identifying Familiar Herbs

Botany is the skill necessary to identify a starting material. Familiarity with an herb includes knowledge of which part of the plant to use.

Each herb in the sample herb list is of a particular smell clarity, which affects the Botany roll. Each clarity has a modifier associated with it, from -0 for clear herbs to -3 for dense herbs – see *Smell Clarity*, p. 38.

An herbalist knows the best habitat for each herb he is familiar with (the GM includes this information when the herb is learned). A bunny can *always* look for a particular plant, though: sometimes they're found outside their normal growing area.

Active Searches

If the Herbalist is actively searching for a particular plant, the GM assesses the likelihood of the plant being found in the habitat being searched. This is expressed as a modifier to the Botany roll, *which the GM makes in secret*. For example, if the GM decides that it is highly unlikely the Herbalist will find a particular herb near the farm where the Herbalist is searching, he might assess a -10 to the Herbalist's Botany skill – without telling the Herbalist, of course. This modifier can range from -10 for highly unlikely, to -5 for uncommon, to -0 for common. No herb is so common as to warrant a positive modifier – other Herbalists would have plundered the area long ago! The only exception to this rule might be if the area is so dangerous to rabbits as to keep most Herbalists away – such as a crocodile swamp or a human's garden!

Analyzing Herbs

Should an Herbalist come across a completely unknown Concoction, he may attempt to analyze it. The GM rolls in secret, at twice the Herbarry difficulty modifier (minimum -1). On a failed roll, he tells the Herbalist he has no clue what effects the herb will have. On a critical failure, he lies about the effects! A successful roll will reveal only general information about the herb: hostile, salutary, double-edged, breathed, contact, or ingested. Only critical success will reveal the exact nature of an unknown Herbal Concoction.

Side Effects

While critical failure on an Herbarry preparation roll creates poisonweed, critical success results in an herb having a side effect – unbeknownst to the Herbalist, of course. All side effects of herbs should be temporary.

Rather than simply intensifying an effect, a side effect should be something totally extra. The GM may be creative when assigning a side effect to an herb, or use the following tables (roll one die and apply the result):

Side Effects for Salutary Herbs

Roll	Result
1	Grants subject a Mental advantage for 1 day.
2	Raises one attribute +2 in the subject for 1 hour.
3	Subject has no odor for 1 day (-8 to be tracked).
4	Subject can understand human speech for 1 hour!
5	The next skill the subject uses is at +4 for 1 day.
6	Grants subject a Physical advantage for 1 day.

Side Effects for Hostile Herbs

Roll	Result
1	Subject develops Phobia of Rabbits for 1 week.
2	Subject develops one Mental disadvantage for 1 week.
3	Subject reeks of vile odor for 1 week.
4	Lowers one attribute -2 in subject for 1 day.
5	Subject loses power of speech for 1 day.
6	Subject develops one Physical disadvantage for 1 week.

Trading Value of Herbs

No trading value is given for any herb in this book. Such a list would be counter-productive, introducing a system of wealth that doesn't exist. The value of any herb offered for trade *must* be decided every time it is bargained for. It is only safe to say that any herb is worth at least as much as lettuce, and usually – but not always – more.

If a warren has a lot of Snuffballs, for example, the rabbits won't really even consider them valuable! They may trade one for a backpack full of lettuce, and be happy about it. On the other hand, if Snuffballs are rare, they may willingly give up a truffle or two to get one herb. A truffle may give a bunny enough energy to survive another day, and do it deliciously, but a Snuffball can sometimes help a rabbit survive the next five seconds . . .

In general, dense herbs are more valuable than murky ones, which are more valuable than cloudy ones, which are more valuable than clear ones. But even this general rule breaks down frequently. If a warren is on the edge of a marsh and has easy access to some murky and even dense herbs, they will trade them even for clear herbs that grow in distant mountainous regions.

This is simply the way it has to be in animal consciousness. Remember that "prices" and "money" are relatively recent human inventions, evolutionarily speaking, and that there are no fixed values for products across all human societies! Any system of set prices gives Herbalists an unfair wealth advantage that changes the nature of the game.



Time Spent Searching

The time spent searching can also be expressed as a modifier – the longer the search, the better the chance of success. A +1 bonus per hour spent searching is a good guideline, but the Herbalist shouldn't expect a bonus for less than that. A minimum of 15 minutes is needed even in an area where the plant is common. Thus, if the Herbalist is willing to look for six hours for a plant, the Game Master might then add +6 to his skill – if there *is* a plant near the farm, the Herbalist will likely find it!

A long search *may* yield multiple plants. A simple formula is the number of plants found equals how much the roll was made by. The GM may wish to set a maximum of one plant per hour searched, however, or another maximum to fit plot needs.

Resolving the Search

On a successful roll, the Herbalist has found the plant he was looking for. On a critical success, he either found it quickly, or a lot of it, or a very potent batch of it, etc. On a failed roll, the GM merely tells the player that his character can't find any of the plant he was looking for. On critical failure, the wrong plant is identified as what he wanted.

Passive Herbal Encounters

If the plot demands it, the Game Master may simply inform the Herbalist that he caught a whiff of such-and-such a plant as he was hopping down a trail. It must be the starting material for an herb he is familiar with, of course. The player then decides if he wants to spend the time and energy to harvest it.

Example of Searching for Herbs

Rutabaga decides to search a marsh to see what herbs he can find. He knows three different herb-yielding plants that grow in marshes: Fumitory, Orchid Root and Skunk Flower. (This had been determined by the GM at the beginning of the game.)

Rutabaga also has a quirk about unusual and interesting smells, and the player asks the GM to notify him of any exotic-smelling plant. He decides he'll be in the marsh for two hours – unless something attacks him, of course.

Fumitory has a cloudy smell clarity (-1 to the Botany roll), while the others are clear (-0). The two-hour search gives Rutabaga a +2 to his rolls.

The GM decides (without telling the player) that Fumitory isn't very likely here (-5 to find) and Orchid Root is downright rare (-10!) but Skunk Flower is moderately common (-2). Totalling all modifiers to Rutabaga's Botany-15, the Game Master then rolls against 11 to see if Rudy finds any Fumitory (Botany-15, +2 for time spent searching, -5 for unlikely to find, -1 for cloudy scent), 7 to find Orchid Root, and 15 to find Skunk Flower. He rolls 4, 11 and 12, respectively. Since this was a long search, the GM decides that making the roll by 3 means Rutabaga found three plants, and so on.

So Rudy finds 7 Fumitories, no Orchid Roots, and 3 Skunk Flowers. What he doesn't know is that the Fumitory, on which he rolled a critical success, will be extra easy to prepare – the GM will add a +4 bonus to Rudy's Herbarry skill when processing it!

Rutabaga also finds a plant with a lovely red flower he's never noticed before – see the example on p. 47.

Preparation of Herbal Concoctions

Herbarry is the skill used to prepare the Concoction from the starting material. Each herb in the list has a Preparation Difficulty modifier – this modifier is applied to the Herbarry roll.

The Game Master rolls against the modified Herbarry skill in secret. On a successful roll, the Concoction is produced as planned. On a critical success, the batch is exceptionally good in some way: two or more doses are produced, or the potency is increased, or there are side effects – see sidebar, p. 43.

On a failed roll, the GM tells the Herbalist that the Concoction is a success, but it really isn't – it's poisonweed of some sort. The worse the roll, the worse the poisonweed. See p. 47.

Multiple Batches: usually, only one dose is prepared at a time. The Herbalist with enough starting material can prepare more than one dose at a time, but there is a -1 to the Herbarry roll for each dose beyond the first one. E.g., a batch of 6 doses is at -5 to prepare, plus any preparation difficulty modifier.

A batch must consist of all the same type of herb. A whole batch is made in the time it normally takes to prepare one dose.

Time to Prepare

The time to prepare a Concoction (or batch of Concoctions) depends on the Preparation Difficulty modifier. Five minutes is needed to prepare a Difficulty 0 herb, and an additional five minutes is needed for each -1 to difficulty. *Example:* an herb with a Preparation Difficulty modifier of -3 would take 20 minutes to prepare.

Taking extra time: if the Herbalist spends twice the required preparation time, there is a +1 bonus to the Herbarry roll. The time can be doubled again (that is, 20 minutes for a Difficulty 0 herb) for a +2, which is the maximum bonus to be gained this way.

Quick Preparation: sometimes a bunny needs an herb *now!* The Herbalist may prepare the herb in half the time by taking a -2 to his skill. The preparation time may be halved again and again as needed, but at an additional -2 each time. If an herb is prepared too quickly, expect poisonweed . . .

Example of Herb Preparation

When Rutabaga gets home from the marsh, he decides to process the known herbs (3 Skunk Flowers and 7 Fumitories) before experimenting with the new red flower he found. Skunk Flower has no preparation difficulty modifier, but Fumitory is at -3 to Herbarry skill to prepare – it's hard to get it just right. (The +4 for critical success on the Botany roll will more than offset this, but Rudy doesn't know that.)

Rudy has his work cut out for him. He opts not to prepare the Fumitory in batches, but makes them one at a time. Each dose takes 20 minutes, totalling over two hours of work just on the Fumitory!

By the time he is done making all the Concoctions, it's bedtime. The three Skunk Flowers turned out just fine, though he doesn't know it yet. One of the Fumitories is poisonweed, but Rudy packs them all separately and will check them tomorrow one at a time – he'll find the poisonweed. All in all, a fine day's work! He decides to leave the red flower for the next day, and carefully packs it in its own bag.

Learning New Herbs

There are a number of ways to learn new herbs. The GM may require the player to spend points in Botany each time he learns a new herb or two.

Learning with a teacher is the best way, of course. Most Herbalists guard their secrets jealously, however. They will expect a lot of truffles to impart some of their hard-earned wisdom. Of course, those with a Sense of Duty to the Warren will take on an apprentice, and most rabbits who have been rescued from death are very grateful, also . . .



Non-Rabbit Herbalists

Other animals may use herbs, too. No non-rabbit herbalist is written up in this book, but that doesn't mean there aren't any. If the GM needs a possum with healing herbs, then there's a possum with healing herbs.

Note that this greatly expands the options of who can be a wandering trader. There is no need for every herb dealer to be a rabbit. In addition, the GM can have a more interesting set of foes to send up against the PCs if this option is exercised. Rats and mongooses, being especially clever species, might very well have developed an Herbarry of their own.



Real Stories in the Game

Introducing stories into the flow of an adventure is a treat! Any player, acting in character, who tells an *entertaining* story at an *appropriate* point in the game may be rewarded an extra character point by the GM. This adds greatly to the flavor and enjoyment of the game. The other players can help the GM decide the quality of the story by their response – also in character: an enthusiastic response would be worth 1 character point for the teller.

Remember that *any* rabbit can tell a story to entertain. Stories are so popular among rabbits that is not out of character for *any* rabbit to have ½ point each in Bard and Oral Literature. And anyone may try a story at default . . .

Storytelling and Fatigue

It is fatiguing to be a good entertainer – it is even more so to manipulate an audience!

Storytelling for entertainment *might* cost 1 fatigue for a story of 15 minutes or longer duration. However, there are different styles of Storytelling: some tellers are quite laid back, while others vigorously act out every role in the story. No more than 2 fatigue per hour is required as a maximum for Storytelling as entertainment, and there may be none at all.

Enthralling an audience is another matter altogether, though! The Teller must be totally present and committed – at his absolute best. He can't lose a beat or drop a line. This is very demanding, and fatigue is always expended for Persuading, Swaying Emotions, Suggesting an Action or Captivating – see p. 51.

Fatigue is not dependent on audience size. Fatigue is always paid at the *end* of the time required to tell the story, not during it. If the story is interrupted for some reason, the Storyteller takes half the fatigue.

An Herbalist can also experiment with new plants, which is how the Ancient Bunnies did it, of course. See the next section.

An Herbalist can also attempt to analyze an Herbal Concoction he has come by in some way. In this case, he begins with the end product, and tries to deduce the starting material. The GM makes two rolls in secret (Herbary and Botany), each at twice the normal difficulty modifier (minimum -1 to each). Both rolls need to be successful to learn the correct herb-yielding plant.

Experimenting with New Plants

An Herbalist may investigate a plant he has never dealt with before. The usual case is a desperate Herbalist – or one with time on his hands. The player will typically ask if there are any plants around that he's never studied before. There always are – there are *lots* of different kinds of plants! The Herbalist will then go to one that catches his interest.

First, the Game Master must decide if the plant in question will really yield a potent herb, and if so, which part of the plant and which technique will yield which result.

Next, the plant needs to be described. Some possible things to describe (no plant can have all of these) include the leaf, flower, stem, root (if he digs it up), berry, ball (any rounded part of plant), dust (pollen), nettle (or thorn) and mushroom cap. For many plants, only one part – if any! – will yield a potent Herbal Concoction, determined by the GM. A few plants may yield two or more Herbs from different parts.

The Herbalist may attempt to determine the correct part of the plant to use by smelling each part. The GM rolls against Botany-5 in secret, plus the difficulty modifier. Alternately, the Herbalist may simply pick a part to experiment on, in which case no roll is needed.

Preparation Techniques

The Herbalist then needs to decide what technique he will use to process the herb. This must be a guess – Herbary will not help here! There are nine possible preparations techniques:

Preparation:	Difficulty:
Lick	-0
Wet (treat with water)	-0 or -1
Dry	-0 or -1
Crumble	-1
Squeeze (soften)	-1 or -2
Remove Dirt	-2
Chew (break fibers)	-2 or -3
Pick Off Bugs	-2 or -3
Treat With Another Herb	-3



One of these preparations is implicit for each of the herbs listed in the Sample List. The GM should assign a specific technique to each herb in secret – match the Preparation Difficulty Modifier to a technique above. The techniques are left off of the list so players will not “accidentally” catch a glimpse of them . . . A player should only know the preparation techniques for herbs his character is familiar with.

At this point, the GM rolls versus Herbary skill, at the *regular* difficulty modifier.

The most common result is poisonweed, alas – see p. 47. The GM should vary the types of poisonweed produced this way, so the Herbalist doesn't guess right away what the real nature of the herb is – if it's potent at all, that is!

Example of Experimentation

After checking the previous day's Concoctions for poisonweed, Rutabaga turns his attention to the red flower he found in the marsh.

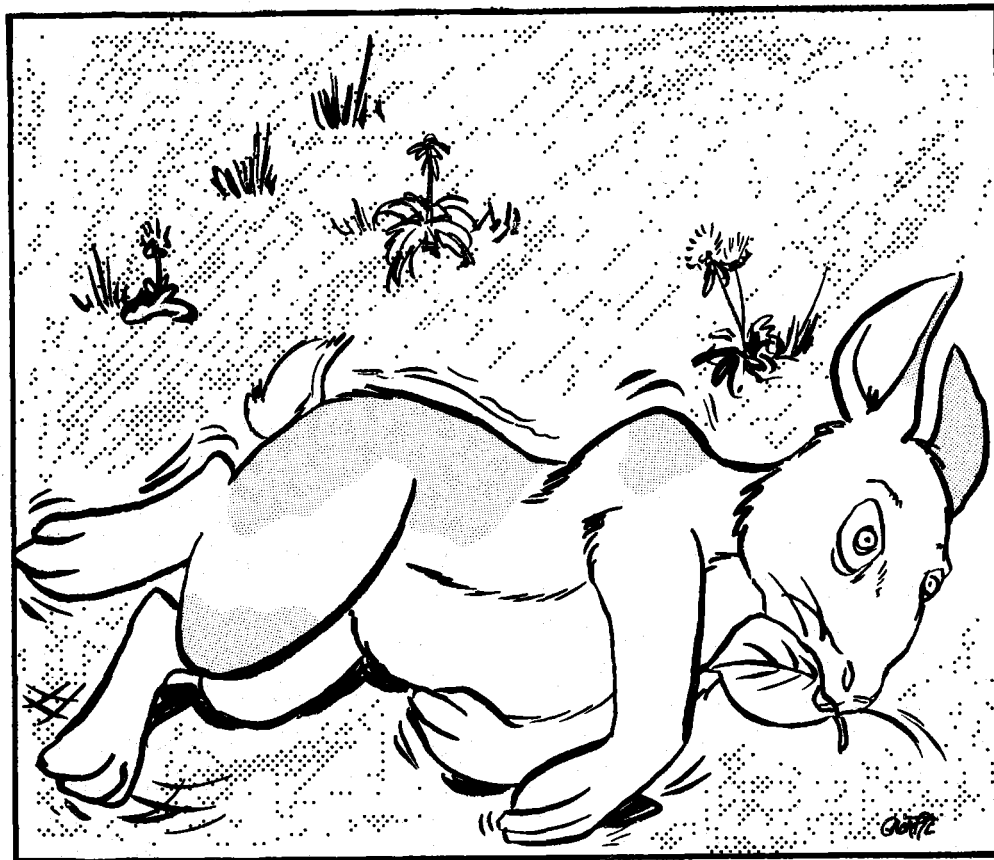
The GM had decided that this plant is actually starting material for Heedwell, and the flower is the correct part.

When Rudy first examined the plant, he asked the GM to determine which part smelled the strongest, rather than just picking a part at random. The GM rolled in secret, and successfully rolled Botany at -7 (-5 for an unknown plant, -2 for murky herb). So Rudy harvested the correct part, the flower.

Rudy decides to try *drying* it. Unfortunately, the GM had also decided that Picking The Bugs Off is the correct technique. So by drying it, Rudy gets poisonweed. The GM checks the poisonweed table, and rolls a 10: no effect.

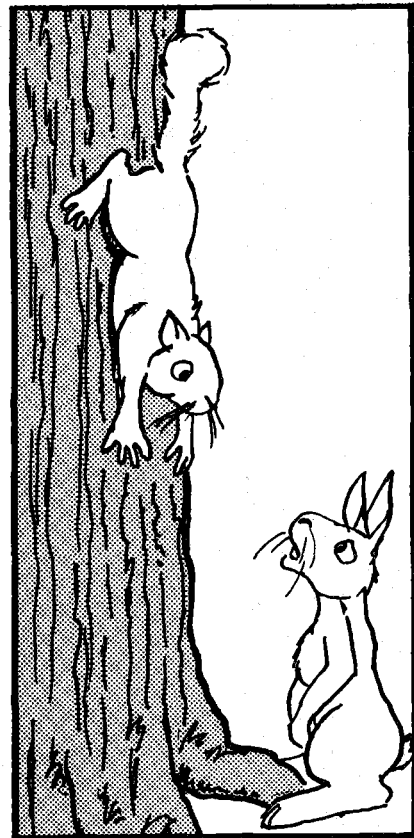
But the player knows none of this. The Game Master simply tells him that the Concoction is done, and does Rudy want to try it? No, he decides, he'll look for a guinea pig to try it on . . . quite literally, perhaps!

Once the herb has been tested with no visible result, the GM tells the player that Rudy still thinks there was something special about that plant. He may go back later and harvest the whole plant, trying different techniques on different parts of it. Eventually, he may hit on the right combination – and by that time, all that experimentation will definitely justify putting points into raising his Botany skill!



Poisonweed

Poisonweed is a general term referring to those herbs that appear to be normal but in fact do not function properly. They may be found growing naturally, or may be produced by using incorrect methods of preparation or storage. Many types of poisonweed also destroy or make into poisonweed other herbs that they come in contact with (for example, in a backpack). It can be very disconcerting for a rabbit to try to use an herb in an emergency, only to find that it is poisonweed!



Enthrallment Summary

The description of each type of Enthrallment lists the fatigue cost, time required, and duration, but they are reprinted here for ease of reference:

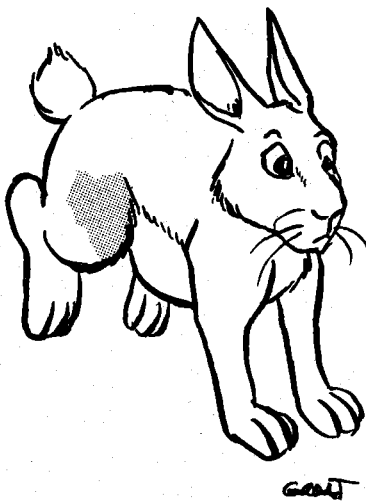
Manipulation	Time Req.	Dur'n.	Fatigue
Persuade	1 min	1 min	2
Sway Emotion	10 min	1 hour	4
Suggest	20 min	10 min	6
Captivate	30 min	see text	8

Language and Enthrallment

In order to Enthrall an animal, the rabbit must be speaking the subject's own *racial* language – not common language. It doesn't matter if a non-rabbit subject knows Lapine – an animal can only be manipulated in its native tongue.

If the Storyteller does not have the racial language at his IQ or better, there is a penalty to the Bard roll equal to the amount his language skill is below his IQ. *Example:* Thomapple, IQ 13, knows Common Rodent at 13 and Sciurine at 11. He can't use Common Rodent to Persuade a squirrel to help him – he must use the racial language, Sciurine. However, he knows it at IQ-2. Therefore, he is at -2 to his Bard skill in the Quick Contest to Persuade.

There is no "Other Species" penalty for Storytelling as there is for Psi.



Audience Size

The number of subjects a Storyteller can affect with an Enthrallment technique depends on his Charisma level. The simple formula is Number of Subjects = Charisma squared. Thus a Storyteller with one level of Charisma can only affect one animal at a time: one squared equals one.

Charisma	Audience Affected
1	1
2	4
3	9
4	16
5	25

This has nothing to do with Storytelling as *entertainment* – any rabbit, whether he has Charisma or not, can entertain as many animals as can hear him speak.

Remember that rabbits can't count over 4! A Storyteller won't know what percentage of a large audience he can control.

If a Storyteller is attempting to manipulate a larger audience than he has Charismatic power to influence, he can focus on a small section of the audience that he *can* sway. If he doesn't focus on any particular animals, the GM should randomly choose those that are affected – usually the closest – or possibly a maverick.

There may be cases where an audience is only partially controlled, such as when some have resisted and some have not, or the Storyteller could only affect a portion of the crowd. Those that resisted may be puzzled by their colleagues' behavior. Their actions in this case will depend on what the Storyteller wants the rest of the audience to do. Merely moving them to tears won't puzzle anyone, but if everyone in the audience but one rabbit suddenly jumps up yelling "Down with the king!" the nonconformist might be a bit surprised! And if he knows something of the power of Storytelling, he might be suspicious . . .

Recognizing poisonweed is *not* automatic; the rabbit must make a conscious attempt to make the recognition before the die roll is made. A roll against Herbarry skill will reveal poisonweed after five minutes of examination. A roll on Survival-5 will reveal poisonweed after ten minutes of inspection. Recognizing poisonweed will not reveal the specific *effect* of the poisonweed except on a critical success.

Placing poisonweed in contact with another herb of the same *location* (i.e., berries with berries, or leaves with leaves) instantly makes those herbs into poisonweed as well, with similar effects. (Warning: this can be abused! It simply stops working if the bunnies are making mountains of a known, potent poisonweed!)

Poisonweed Effects

The GM may choose a poisonweed effect from the following tables or simply roll 3 dice. If the Herbarry roll was a critical failure, the result should be worse than for an ordinary failure – adjust the die result toward an extreme result.

Consulting the tables should be done very discreetly or the players may catch on. Either *always* consult the Poisonweed Tables, or *never* consult them at the time of rolling Herbarry. Merely make a note to check them later . . .

Other types of poisonweed are also possible – be inventive!

Note that "salutary herb poisonweed" refers to *supposedly* salutary herbs – the actual results will usually be hostile! For double-edged herbs, check both tables and use one or both results!

Salutary Herb Poisonweed

3: The Herbalist is affected with the *opposite* effect as he prepares the herb! (For poisonweed created as a result of improper storage, it affects whoever first handles it.)

4-5: The opposite result will be produced when the herb is used. E.g., healing herbs damage, those that raise an attribute lower it instead, pests are attracted, and so on.

6-7: The correct result occurs, but greatly weakened. For duration-based herbs, duration is reduced from hours to minutes, or minutes to seconds! ("Yes, you can outrun the dog – you'll be fast for an hour!") For other herbs, simply reduce the effect (e.g., healing is only 1 hit, Fireroot just smokes, Orchid Root only slightly reduces hostile effects, etc.)

8-9: One type of pest – fleas, ticks, mosquitoes, etc. – is attracted to the subject for 10 minutes to one hour.

10: No effect. The herb is utterly powerless.

11-12: The herb becomes a nasty-tasting but harmless food. It has no other effect.

13-14: Delayed effect: the herb has no effect for 1d×10 minutes, then has full potency.

15-16: The subject smells like catnip for 1 day!

17-18: The herb does 1d damage immediately.

Hostile Herb Poisonweed

3: The Herbalist is affected with the full effect as he prepares the herb! (For poisonweed created as a result of improper storage, it affects whoever first handles it.)

4-5: The Herbalist is affected with half potency as he prepares the herb! (For poisonweed created as a result of improper storage, it affects whoever first handles it.)



Resisting Enthralment

While Storytelling as entertainment is very widespread, its manipulative aspects might not be well-known. If it is, many rabbits will attempt to protect against it in some way.

Aside from the herb Oak Bud, the only way to safeguard against being controlled by Storytelling is to suspect it is happening. Anyone who thinks a certain Storyteller is trying to manipulate him and does not want to be so manipulated is at Will+3 to resist.

The down side of this strategy is that if the story is merely being told for entertainment value, the suspicious character will not enjoy it! In a society where Storytelling Enthralment is well-known, paranoid individuals would rarely attend sessions . . .

Each GM must decide whether Storytelling Enthralment is common knowledge or a great secret in his world. If it's a mystery, very few individuals will be aware of it – only Storytellers and their apprentices, possibly! Such an extreme case would necessitate an Unusual Background cost for being a Storyteller. Note that all terms are common words – this is deliberate. A Storyteller may tell another Teller to go out and Enthral the audience, but a casual eavesdropper will find nothing sinister in this – all Storytellers hope to Enthral their audiences! This gives new meaning to the phrase "captive audience . . ." but not necessarily one that would be recognized as such.

6-7: The correct result occurs, but greatly weakened. For duration-based herbs, duration is reduced from hours to minutes, or minutes to seconds! ("Don't worry, the dog will sleep most of the day!") For other herbs, simply reduce the effect (e.g., damage is only 1 hit, Snuffball results in only one sneeze, etc.).

8-9: The subject develops a pleasant odor for one hour – no other effect.

10: No effect. The herb is utterly powerless.

11-12: The herb becomes a tasty food. It has no other effect.

13-14: Delayed effect: the herb has no effect for 1d×10 minutes, then has full potency.

15-16: The opposite result will be produced when the herb is used. E.g., damaging herbs heal, those that lower an attribute raise it instead, sleeping herbs arouse and even enrage, and so on.

17-18: Subject's nervous system is speeded up: he gets twice his normal attacks for the next 5 combat rounds!

Storytelling

Storytelling is an important part of warren life, as it is in preindustrial human societies. Given the long periods in winter when there's no reason to go out (rabbits don't hibernate), and the long periods at other times when it's not safe to go out, storytelling naturally fills the time. It not only serves as entertainment, it fills a vital religious-psychological need. In the latter capacity, it can actually influence an audience beyond the normal . . .



Wolverine

Mavericks and Storytelling

Mavericks – rabbits that live alone – are very susceptible to manipulation through Storytelling. This is because they crave stories; not hearing any is the major disadvantage of living alone. Give a maverick a good story, and you've got his undivided attention.

Therefore, any rabbit that lives alone for over half of the year resists Storytelling Enthrallment at Will-3.

This is not necessarily true of other species. Generally, it will be true if the other animal belongs to a *gregarious* race, such as sheep or starlings. Members of a species that is usually solitary don't crave stories, and might even have a *bonus* to resist being controlled this way!



Owl

Storytellers of Other Species

It is possible that other species have learned to Enthrall an audience as well as rabbits have. In order to have any affect on rabbits, of course, the Storyteller would have to speak Lapine – see sidebar, p. 47.

Not every species will have evolved Storytellers, however. Any race that hibernates (rabbits don't) is not likely to be interested in stories. Stories probably developed to pass the long winter hours more pleasantly. Likewise, any species that consists primarily of solitary individuals won't have any great Storytellers, either. Adult bears never associate at all with each other, if they can help it. There won't be any Ursine Enthrallment.

Flock and herd animals are the likeliest choices, as well as fairly intelligent types of animals, such as rodents. It's hard to imagine something as unimaginative as a sheep making up good stories, but chipmunk and sparrow bards are easy to believe in.

Storytelling as Entertainment

Storytellers can tell tales merely to entertain. They may earn status, impress members of the opposite sex, or even gain truffles this way. A successful entertainer needs only two skills to do well at it: Bard and Oral Literature.

Bard simply represents how well the tale is told.

Oral Literature represents repertoire: how many stories the teller knows. If situation demands a specific type of story, roll vs. Oral Literature to see if the Storyteller knows one – obscure stories will have a penalty at the GM's discretion.

Oral Literature is irrelevant for improvised stories – roll vs. Bard-3.

The *History* skill may be substituted for Oral Literature. Retelling, with no embroidery, an adventure the party had is done first by rolling vs. History skill, then Bard.

Enthrallment: Storytelling as Audience Control

A good Storyteller can go beyond mere entertainment. *Enthrallment* is a term used to describe a listener who is lost in the magic of the tale. Enthrallment in *B&B* also refers to any technique used to manipulate or even control an audience!

Enthrallment is not a psionic or magical power. Instead, it is a form of mesmerism that taps a rabbit's overactive imagination.

There are four potent ways a Storyteller can Enthrall his audience: Persuade, Sway Emotions, Suggest and Captivate. All are new skills with Bard skill and Charisma as prerequisites.

In general, a Storyteller attempts to Enthrall an audience through a particularly well-told story. The length of the story needed to Enthrall depends on the type of audience manipulation attempted.

Charisma

While anyone can attempt to entertain with a good story, the same is not true for Enthrallment.

Charisma: only a rabbit with at least one level of the Charisma advantage may Enthrall. *It is recommended that Charisma be limited to five levels maximum.* The level of Charisma determines how many individuals a Storyteller may Enthrall at a time – see sidebar, p. 48. While Charisma grants a bonus to Bard skill (p. B47), it does *not* affect the level of any Enthrall skill.

The *Voice* advantage also grants a bonus to Bard skill, and may thus be useful to any storytelling rabbit. However, it does not grant a bonus to any Enthrallment skill.

Enthrallment Procedure

Each of the four Enthrallment skills has its own time and fatigue requirements, as well as duration. All follow the same general procedure, however. Each requires two skill rolls: Bard and the appropriate Enthrallment skill.

At the beginning of the tale, a Bard skill roll is needed to begin the Enthrallment process. If a Storyteller can't grab the audience's attention at the outset of the tale, he won't have a chance of controlling them by the end. Success means he may attempt to Enthrall. Critical success on the Bard skill roll grants a +1 bonus to the Enthrallment roll.

The amount a Bard roll is missed by is subtracted from the Storyteller's Enthrallment roll, however. Critical failure means the Enthrallment has no chance of success with this audience this session.

If a *player* actually tells a good tale, the GM should grant a +1 to +3 to both the Bard and Enthrallment rolls!

After the minimum amount of time needed to Enthrall has passed, the Storyteller rolls against his Enthrallment skill. This is a Quick Contest of his Enthrallment skill vs. each audience member's Will.

If the Storyteller ties or loses a Quick Contest, there is no effect. Critically losing the Quick Contest, however, results in a hostile audience! Details are listed with each skill.

Audience size: an "audience" can be one listener or a hundred – as many as can hear the tale. However, the number of audience members that can be enthralled at one sitting is limited by the Charisma level of the Storyteller – see sidebar, p. 48.

Persuade (Mental/Average)

No Default

Prerequisites: Bard-12+ and Charisma 1+

Maximum level: Bard

A Storyteller may attempt to Persuade an audience to his views. This may be used whenever a reaction roll is called for, and grants a bonus to the reaction roll.

The amount the Bard wins the Quick Contest by is added to a Reaction Roll, up to a maximum of +3 for ordinary success, and +4 for critical success. If the Storyteller fails the Quick Contest, there is neither bonus nor penalty to the Reaction Roll. On a critical failure, the best possible Reaction is Poor.

Time and fatigue requirements: The attempt takes one minute and costs the Storyteller 2 fatigue, whether it is successful or not.

Duration: as long as the reaction lasts. That is, until the Storyteller does something to change the NPC's opinion!

Sway Emotions (Mental/Average)

No Default

Prerequisites: Persuade-12+ and Charisma 1+

Maximum level: Bard

The Storyteller may attempt to instill the audience with any one emotion he desires for one hour. If the Storyteller wins the Quick Contest, the audience, up to the maximum number the teller can influence, becomes imbued with an emotion of the Storyteller's choice for the next hour. Critical failure results in a hostile audience!

Some sample emotions are love, hate, lust, anger, greed, jealousy, fear, sadness, joy, peace, unrest, depression, boredom, patriotism and disgust.

Time and fatigue requirements: It takes a minimum of ten minutes of uninterrupted storytelling to Sway an audience's emotions. The attempt costs the Storyteller 4 fatigue whether it is successful or not.

Duration: one hour.

Suggest (Mental/Hard)

No Default

Prerequisites: Persuade-12+ and Charisma 1+

Maximum level: Bard

The Storyteller may attempt to instill the minds of the audience with a single, simple suggestion. A Suggestion should have no complex grammatical clauses – just a subject, verb, object and at most two modifiers. "Kill the king!" is an acceptable Suggestion, but "Kill the king if he doesn't accede to our demands!" is not. "Bring me the red herb pouch!" is valid but "Open the herb pouch, take out the red berry and bring it to me!" is too complex.

If the suggestion goes against the personal safety of the audience, it is resisted at +5; if it goes against their beliefs, convictions or knowledge, it is resisted at +3. If the Storyteller wins the Quick Contest, the audience will try to act on the suggestion to the best of their abilities – each will assume that the idea was his own! On a critical failure, the Storyteller is so clumsy in his attempt to manipulate the audience that they realize it, and become hostile to the Storyteller!



Cat



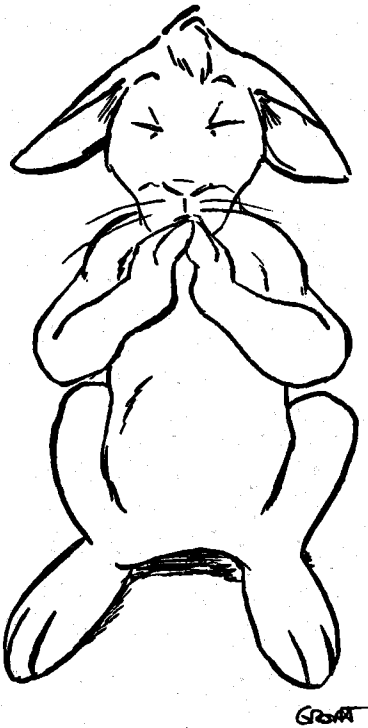
Raccoon



Mongoose



Domestic Dog



Concentration and Martial Arts

Although many martial arts techniques eventually become instinctive, like swimming or running, a minimum concentration is necessary to perform them correctly. In the martial arts, losing your cool may mean losing the fight!

Bun Fuists with the Bad Temper disadvantage will fight at -2 DX if they fail a Will roll to keep their emotions in check. Other mental disadvantages can lead to similar problems. A Lecherous combatant will be in trouble if a beautiful doe starts cheering for him during a fight – or if he faces a sexy foe! An Intolerant character may feel too contemptuous of his enemy – after all, a miserable (fill in the blank) can be no threat to me, a true-blooded (fill in the blank)! Will rolls will keep these disadvantages at bay, but an unmodified roll of 14 or more is always a miss (see p. B93).

Quirks will create similar problems, but Will rolls to resist a Quirk are at +1 and the DX penalty if the roll is failed is only -1.

Time and fatigue requirements: It takes 20 minutes of uninterrupted storytelling to lodge a Suggestion in the minds of an audience. It costs the Storyteller 6 fatigue to attempt to instill a Suggestion whether the attempt succeeds or fails. When the Suggestion finally lapses, the subjects will wonder why they acted the way they did, if it is something they would never do normally. Otherwise, they won't think twice about their behavior.

Duration: a Suggestion lasts 10 minutes – or longer, if the Storyteller continues to talk to the audience and makes a successful Suggest roll every 10 minutes!

Captivate (Mental/Hard)

No Default

Prerequisites: Suggest-12+ and Charisma 1+

Maximum level: Bard

Captivating an audience has a particular meaning in *B&B*. A captivating story is told so skillfully that the subject loses his Will, and does whatever the Storyteller wants him to do. In effect, the captivated subject believes himself to be *in* the tale, and is vulnerable to being manipulated by the teller of the tale – all the while, convinced he is performing noble deeds.

If the Storyteller *wins* the Quick Contest, the subject becomes intensely loyal to the Storyteller. The audience will follow *any* direct order the Storyteller gives; in the absence of a direct order, they will act in the Storyteller's best interest as they understand it.

If the subject is told to do something very hazardous or against his normal code of behavior (GM's decision), he gets a Will-5 roll to break the captivation. Otherwise, he is a loyal supporter of the Storyteller for all intents and purposes.

Time and fatigue requirements: It takes 30 minutes of uninterrupted storytelling to attempt to Captivate. The attempt to Captivate costs the Storyteller 8 fatigue whether it is successful or not.

Duration: Captivation lasts until one of four things happen:

- A) the subject becomes unconscious (including sleep);
- B) the Storyteller becomes unconscious (including sleep);
- C) the Storyteller attacks the Captivated subject; or
- D) the subject loses half his HT in damage.

Martial Arts

While rabbit martial arts may initially strike the reader as funny, there is actually some basis for it. Given their propensity for mating, there are a lot of rabbit scuffles – any buck is actually an *experienced* fighter, though not necessarily a successful one. In addition to this, the original *B&B* was the first roleplaying game to have detailed martial arts rules!

In keeping with this tradition, *GURPS B&B* introduces Bun Fu.

Basic Skills

There are only two basic skills in bunny martial arts: Brawling and Bun Fu. Any rabbit who does not know either of these skills may fight at straight DX, with damage based solely on ST, and Dodge based on Move.

Brawling (Physical/Easy)

No Default

Brawling may be learned by any rabbit – or by a member of any other species, for that matter!

Brawling is largely as it is described in the *Basic Set* with one important difference: it adds to Dodge. Just as $\frac{1}{10}$ of skill (rounded down) is added to damage done by a brawler, so is $\frac{1}{10}$ of skill added to Dodge – see p. 19.

Bun Fu (Physical/Hard)

No Default

Bun Fu is both a martial arts *style* as well as the name of the basic skill of the style. The style is discussed below.

The *skill* Bun Fu is largely the ability to deliver effective blows to a foe while avoiding being hit. It also enables a fighter to benefit in other ways: Bun Fu helps with pinning, slam attacks, and other Close Combat techniques.

Add $\frac{1}{5}$ of your Bun Fu skill to the damage you do with an attack. Likewise, $\frac{1}{5}$ of skill is added to Dodge. These bonuses are not cumulative with Brawling. A successful Acrobatics Dodge still adds +1 beyond this bonus, however.

In addition, Bun Fu skill may be substituted for DX or ST in Close Combat.

Bun Fu Style

Bun Fu as a style is more than just the basic skill, Bun Fu. It is recommended that learning Bun Fu be limited to those rabbits who dedicate themselves to a comprehensive course of training. A suggested list of skills and advantages are given in this section – the GM is free to customize Bun Fu as he sees, of course. Space is given on the *Instant Bunnies* sheet to add your own requirements to learning Bun Fu.

Prerequisites and Co-requisites

The rules given here are adapted from *GURPS Martial Arts*, which introduced the concept of styles into *GURPS*. Ownership of that book is not necessary to create and play rabbit martial artists, however – all the rules you need are in this chapter.

A major concept inherent in a style is that of *co-requisites* – skills that are taught along with the basic combat skill. A rabbit can't just learn the Bun Fu skill from his neighbor – it is part of a system – a *style*. Most warrens restrict Bun Fu to the *Warren Watch* and the *Hoplites*, two elite units that protect the home burrows and otherwise serve the king.

It is possible for a maverick rabbit – a loner – to have learned it on his own. See sidebar, p. 54.

The sidebar on p. 56 list some recommended prerequisites and co-requisites. The GM should adjust these as needed.

Maneuvers

GURPS Martial Arts introduced a subset of skills known as *maneuvers*. These differ from the Maneuvers listed in the Basic and Advanced Combat sections in that most of them can be raised independently of raising the whole skill. Thus, you can have a (human) Karate expert who specializes in Spin Kicks, for example.

GURPS B&B includes some of these maneuvers, the ones appropriate to rabbits. All of these rules are “cinematic” – see p. 65.

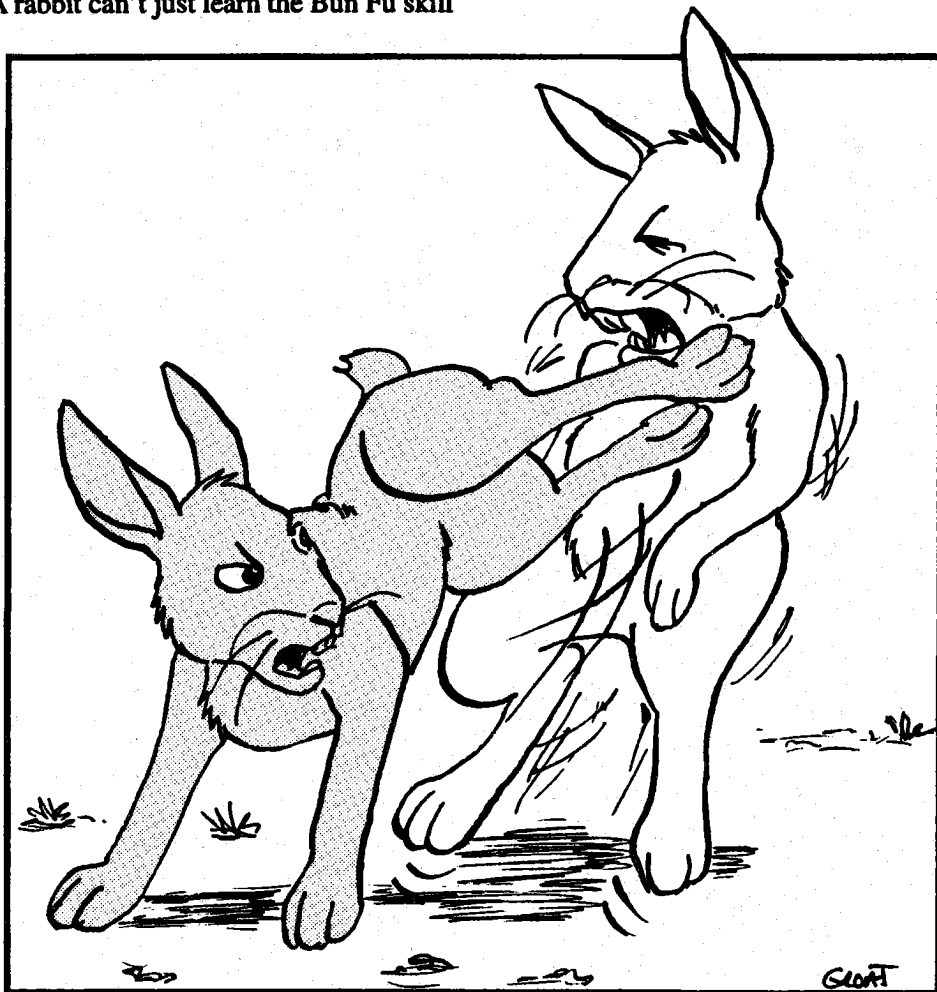
Fright Checks and Martial Arts

Getting scared can be disastrous to a martial artist. If he is overcome by his fear, he may suddenly forget all the techniques he has learned until he regains his composure.

A Bun Fuist who fails a Fright Check (see p. 75) will suffer a temporary loss of his skills. Attacks will be made at DX level, and there will be *no* damage or Dodge bonuses! This is in addition to all other Fright Check effects. This effect will last for as long as the Fright Check lasts – but for a minimum of 1d rounds, which the GM rolls in secret.

Any rabbit – PC or NPC – should make a Fright Check when facing a Bun Fu artist of known prowess. This can either be because of Reputation or because the subject just watched the Bun Fuist work mayhem on a burrow full of foes! Thus lesser martial artists and “cannon fodder” might lose their skills temporarily when they face a master.

Modifiers: the imposing foe's Reputation is subtracted from the subject's Will (both positive and negative modifiers count *against* Will!); -3 to Will for having witnessed the Bun Fuist just wipe out a large number of the subject's cohorts; -1 for each additional Bun Fuist facing the subject.





Maverick Martial Artists

A maverick martial artist is the equivalent of a *ronin* in Japanese history. There are a number of reasons why a wandering Bun Fuist would exist – most of them require the Unusual Background advantage, though.

A maverick Bun Fu expert might be dedicating his whole life to perfection of his art. Such a rabbit is a rare individual. If he learned without a teacher, Bun Fu skill costs double, in addition to any Unusual Background cost!

It is also possible for there to be wandering ex-members of a Warren Watch who have left their home warrens for one reason or another. Perhaps their warren was destroyed by humans and they are the only survivors; or maybe they supported a king that was disgraced, and wander the land searching for evidence to clear his name. They might have been a rebellious faction that was defeated, or even simply young rabbits wanting to get a year of travel and adventure under their belts before settling down in a warren for good.

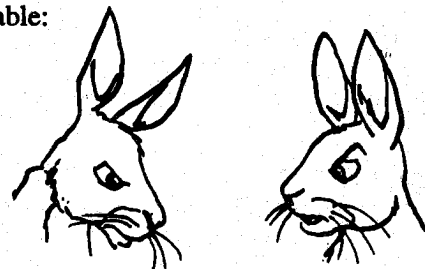
Such warriors would be eagerly snatched up by any new warren that could entice them – well-trained Bun Fu artists are somewhat rare.

Learning Maneuvers

Any maneuver in *GURPS B&B* can be done at default as specified for each maneuver. However, all may be raised above the default level, also. This is strictly optional, unless the GM demands it as a co-requisite for learning the Bun Fu style.

All maneuvers in this book are *Martial Arts/Hard* (MA/H) – even the non-martial arts acrobatics maneuvers that follow this section. To raise a maneuver above its default level, refer to the following table:

Level	Cost
Default	0 points
Default+1	1 point
Default+2	2 points
Default+3	4 points
Default+4	6 points



And so on, 2 points for each additional level up to the maximum allowable level.

Example: Spin Kick defaults to Bun Fu-3. Rex has Bun Fu at 15. For 0 points, he can Spin Kick at skill 12 (15-3). If he decides to raise Spin Kicking independently of Bun Fu, he can put 1 point into it and have it at level 13, 2 points for level 14, or 4 points to get it at level 15, equal to his Bun Fu skill. Since Spin Kick can't be learned higher than Bun Fu itself, Rex will have to raise Bun Fu to know Spin Kicking better than 15.

Bun Fu Maneuvers

The following maneuvers may be learned by rabbit PCs. For each maneuver, the default, prerequisite and maximum level is given.

The *prerequisite* is required to *raise* the maneuver above default level. The prerequisite skill must be known at level 12+. For example, although Kicking defaults to DX-2, Brawling-2 or Bun Fu-2, only a rabbit who has Brawling or Bun Fu at level 12 or higher may raise Kicking above this level.

Maximum Level is referred to in relation to Base Skill. If a rabbit knows both Brawling and Bun Fu, he has two base skills for some of the maneuvers. In this case, the character sheet must specify which is the base skill. A maneuver with a limit of "Base Skill" cannot exceed the particular skill the maneuver is based on. For example, if a rabbit knows Brawling at 17 and Bun Fu at 15, Kicking based on Bun Fu cannot exceed 15, while Kicking based on Brawling (less damage) cannot exceed 17.

Kicking

Defaults to DX-2, Bun Fu-2 or Brawling-2

Prerequisite: Brawling or Bun Fu

Maximum level: Base Skill

Kicking is detailed in the *Basic Set* – the same rules apply. If a Kick misses, roll vs. Kicking skill or DX to avoid falling. Damage from a normal Kick is Basic Thrust plus 1/5 (round down) of Bun Fu skill, *Cutting* damage – a rabbit's hind legs have fairly sharp claws.

Ripping

Defaults to DX-2, Brawling-2 or Bun Fu-2

Prerequisite: Brawling or Bun Fu

Maximum level: Base Skill

Rabbits, cats and kangaroos are the outstanding rippers on this planet. Ripping is done only in Close Combat and only while grappling. The basic maneuver is to grapple with the teeth and forepaws while the powerful hind legs do a raking movement against the foe's body. Detailed game mechanics for ripping are found on p. 62.

Feint

Defaults to DX-0, Brawling-0 or Bun Fu-0

Prerequisite: Brawling or Bun Fu

Maximum level: Base Skill +4

The Feint rules are in the *Basic Set*. A brawler or Bun Fuist may raise his Feint ability beyond his basic skill. Use the Feint maneuver level in the Quick Contest of skills to resolve a feint.

Ground Fighting

DX-4, Brawling-4 or Bun Fu-4

Prerequisite: Brawling or Bun Fu

Maximum level: Base Skill

Fighting while lying on the ground is at -4 (see p. B203). A brawler or Bun Fuist may practice fighting on the ground to reduce this penalty.

Spin Kick

Defaults to Bun Fu-3

Prerequisite: Bun Fu

Maximum level: Base Skill

This attack consists of a quick pivot of the body resulting in a back kick or a sidekick against an enemy in front of the attacker. The intended result of the sudden shift in the attacker's center of gravity is to surprise the enemy, but an experienced combatant is not likely to be fooled by it.

The spinning kick allows a *simultaneous* feint and attack. The attacker must roll twice; the first time in a Quick Contest with the opponent's martial art skill or DX, and the second time to deliver the attack. If the feint is successful, use the Feinting rules on p. B96 to determine the enemy's defense penalties. However, if the defender wins the Quick Contest, he gets a *bonus* to his defense roll equal to the amount by which he won the Contest; the kick was badly delivered and the attacker "telegraphed" the kick, making it easier to defend against. The Spin Kick does normal kicking damage.

Back Kick

Defaults to Bun Fu-4

Prerequisite: Bun Fu

Maximum level: Base Skill

This maneuver lets a fighter attack back hexes without changing facing. The default is Bun Fu-4, in addition to any other modifiers. The user must be aware of the attacker behind him. The kicker's active defenses against all attacks are at -2 for that round. The Back Kick does normal kicking damage.

Jump Kick

Defaults to Bun Fu-4

Prerequisite: Bun Fu

Maximum level: Base Skill

This kick increases the attack's reach to 2 hexes; damage is thrust+2 *crushing* (plus Bun Fu bonus), and the attack is at -2 to defend against. The damage is only crushing because there is no swipe at a foe – you are jumping into him. If you miss, roll vs. DX-4 or Acrobatics-2 to avoid falling.

Flying Jump Kick

Defaults to Bun Fu-6

Prerequisite: Bun Fu

Maximum level: Base Skill

This is a very cinematic maneuver, and some GMs may not allow it.

A Jumping or DX-4 roll is first required. If successful, roll against the Flying Jump Kick skill. On a miss, roll against Acrobatics-4 or DX-8 to avoid falling, taking 1d-3 crushing damage for every 2 yards you traveled. All active defenses are at -4 during this maneuver, and this is also the only attack you can make during the round, even as an All-Out Attack.

The advantage of this difficult kick is that you can hit anything you can reach

Damage Bonuses

Whenever a damage or Dodge bonus is added to a maneuver, the bonus is figured from the *Base Skill* level, not the maneuver level. Thus, a rabbit with Bun Fu at 15 and Kicking at default at 13 adds $\frac{1}{5}$ of his Bun Fu skill level of 15 to his damage, for a +3 bonus (not +2, which would be $\frac{1}{5}$, rounded down, of the Kicking maneuver level of 13).

Status

It is recommended that Status 1 be a prerequisite for knowing the Bun Fu skill. A member of the Warren Watch is Status 1, as is a Hoplite (see p. 10) – both of these organizations are apt to teach Bun Fu.

Unusual Background

Any rabbit without the necessary Status and Duty should pay an Unusual Background cost to know Bun Fu. This might represent a bunny trained in secret by his mother to avenge his father's death, or learning from a wandering master of the skill, a maverick, etc.



with a standing or running broad jump (see p. 67). The kick does thrust +2 *crushing* damage (plus Bun Fu bonus); double the damage for knockback purposes. This attack is defended against at -3.

Acrobatics Maneuvers

These two maneuvers are based on Acrobatics skill instead of Brawling or Bun Fu. Roll With Blow is limited to those who have studied Bun Fu, however, while Team Acrobatics may be studied by anyone.

Both of them are "Martial Arts/Hard" maneuvers. That is, they use the same mechanics and point costs as martial arts maneuvers, even though Team Acrobatics has nothing to do with martial arts.

Roll With Blow

Defaults to Acrobatics-2

Prerequisite: Bun Fu

Maximum level: Base Skill+4

With this maneuver, the defender presents little resistance (and takes less damage) to the force of any crushing attack, such as a kick by a human or a Flying Jump Kick by another Bun Fuist. If the defender misses his defense roll against a *crushing* attack, he may attempt a Roll With Blow roll to reduce damage. On a successful roll, he takes half damage (rounded up) from the attack, and is knocked 1 hex for every 2 points of the damage he took, *before* it was halved. The defender must roll against DX, minus 1 for every hex he was knocked back, or lose his

Acrobatics

Acrobatics is a co-requisite of the Bun Fu skill. So many of the moves and techniques of Bun Fu involve Acrobatic maneuvers that familiarity with the Acrobatics skill is essential to learning Bun Fu. A *Bun Fuist may not have Bun Fu more than 2 levels higher than Acrobatics*. Once Acrobatics reaches level 15, however, this guideline may be ignored.

Example: Rex, a member of the Warren Watch, has Bun Fu-15 and Acrobatics-14. He may raise Bun Fu to 16 with no problems. After that, however, he must raise Acrobatics one level before raising Bun Fu again. At that point, Acrobatics will be at level 15, and he can raise Bun Fu as much as he likes.

Other Skills

Other skills may be required by an *organization* teaching Bun Fu, but are not *inherently* essential to understanding the skill. For example, most Warren Watches stipulate that a member must study Tactics and Throwing. A Hoplite, on the other hand, is usually required to study Area Knowledge, Traps, and at least two languages. These secondary skills are up to the GM, of course — a player should *always* check with the GM when creating a rabbit with Bun Fu.

Other Species

Other species probably have martial arts, too. None are covered in this book, but may be invented as needed. This can be especially important if the rabbits are a tough lot. They may get used to ganging up on a cat, for example, and trouncing the poor thing whenever they run across one. This may go to their heads, and they'll start to *look* for cats to beat up. This very un-rabbitlike behavior can be cured the day they meet the Bruce Lee of cats, though ... Meow Fu!



footing and fall down. The maneuver is useless against a cutting or impaling attack.

On a critical success, the defender takes only 1 hit of damage. On a failure, he takes normal damage but is still knocked back as above. On a critical failure, he takes normal damage, is knocked back, falls down, and is physically stunned!

Team Acrobatics

Defaults to Acrobatics-2

Prerequisite: Acrobatics

Maximum level: Base Skill+4

Team Acrobatics involves more than one rabbit. For bunnies, even the simplest team acrobatics maneuver, such as a pyramid of rabbits, requires a Team Acrobatics roll. More difficult maneuvers may require a penalty to the Team Acrobatics rolls. *Every rabbit involved in a Team Acrobatics maneuver must make a skill roll!* Any rabbit with Acrobatics 12+ may raise Team Acrobatics – Bun Fu is not a prerequisite.

Stacking is the basic Team Acrobatics maneuver. This usually means one rabbit standing on another's back – the upper acrobat is called the top-mounter, and the lower the understander. Free-standing rabbit stackers must be on all four feet, and consequently can only get a height of six inches per acrobat – but they can walk around, slowly and carefully. Total weight must be within the bottom understander's *Extra Heavy Encumbrance* limit. Leaning against a wall, boulder, tree, etc., enables rabbits to stand on each other's shoulders while bracing their forepaws against a vertical surface – see the illustration on this page.

This gives better height, but it's impossible for the stack to move. Figure a rabbit in such a position can stretch out so that the next rabbit's feet will be one foot off the ground – thus a stack of three rabbits can create a sturdy platform 3 feet high. Stacking requires a Team Acrobatics roll for each rabbit involved, with no penalties.

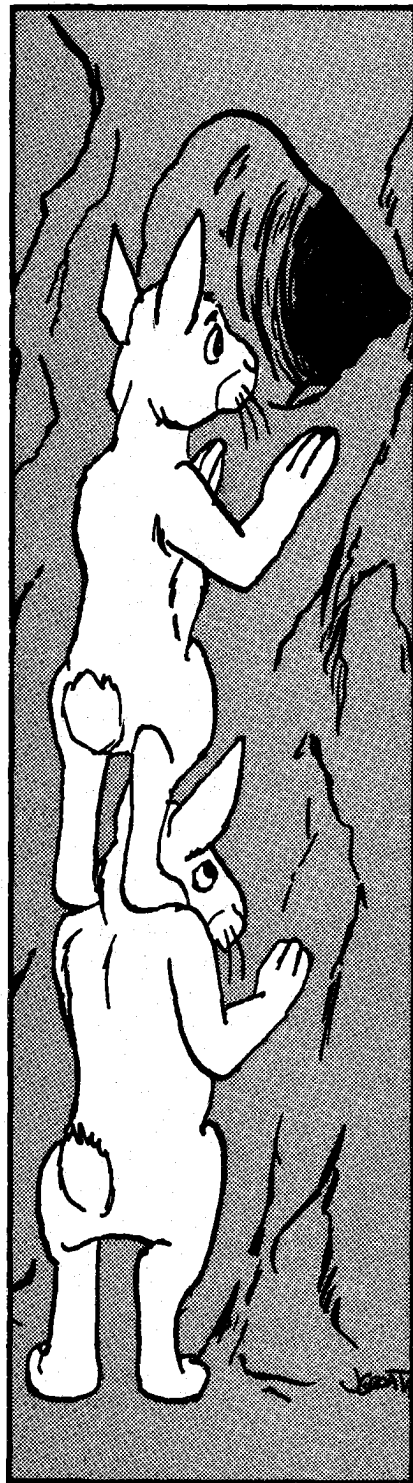
It takes four seconds to make a 2-rabbit shoulder stack, and eight seconds to make a 3-rabbit stack.

Voltige is basically rabbit-tossing, but not in a hostile sense. This is as much teamwork as stacking, but harder due to the precise timing involved. All voltige maneuvers are at Team Acrobatics-2 (Acrobatics-4). Rabbits are not capable of the same voltige maneuvers humans are – the only one they can use is a hind-leg spring.

One rabbit, called the cavalier, or tosser, lies on his back with hind legs doubled up close to his body. A second rabbit, called the voltigeur, runs toward the tosser, springing up to the tosser's feet and jumping upward. At the exact moment of the jump, the cavalier kicks upward, imparting an increased momentum to the voltigeur – acting somewhat like a trampoline! Add the two rabbits' ST together to determine height reached in this way – see p. 76. You cannot use the 4-yard running start mentioned in the *Basic Set*, but allow a 1' height bonus with a 2-yard running start. Each rabbit must make a Team Acrobatics-2 roll for the maneuver to be successful. If one rabbit fails, the timing is off and the height reached is only that of the stronger rabbit. If both fail – or one fails critically! – the voltige does not succeed, and the voltigeur ends up on lying on the ground – or on top of the cavalier! This is very bad form . . .

The advantage of voltige over stacking is both height and speed: stacking takes at least 2 seconds plus 1 second per rabbit, while voltige is a single action – if the cavalier is already in position, that is. It only takes one action to get into tossing position.

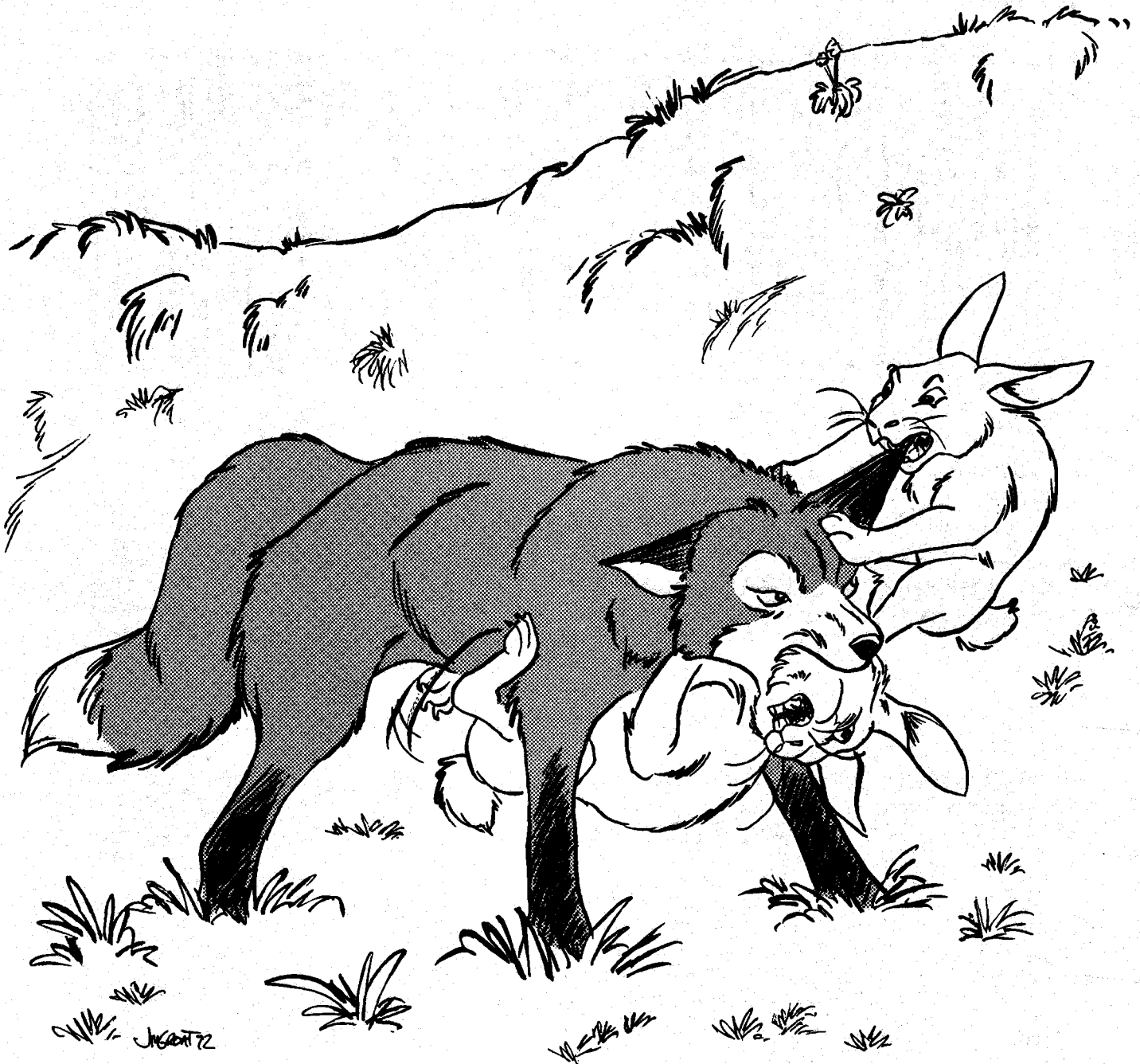
(Note: this maneuver was introduced in *Roleplayer 25*. As stated in that article, Team Acrobatics defaults to Acrobatics-0 for humans. This is still correct. For rabbits, however, the lack of fine manipulators – hands – makes it more difficult.)



4

BUNNY BATTLES

Given the change in scale and natural armament of the characters, some slight adjustments to the Combat rules are needed. Follow the rules in Chapters 13 and 14 in the *Basic Set* unless otherwise indicated in this chapter.



Basic Combat

Changes in the Basic Combat system are minimal – there are a few, but more additions than changes. If something is not listed here, follow the *Basic Set*.

Maneuvers

Change Position

For rabbits and most animals of a similar size, going from prone to standing is only a 1-second action. (There is an exception that does not apply in Basic Combat – see *Slam* in the Advanced Combat section, p. 61.)

Of course larger animals that are more awkward at shifting positions – such as humans, horses, bears, and so on – take 2 or more seconds to stand up fully. For most of the creatures a rabbit will be dealing with, however, assume it takes only 1 turn.

Attack

Animal characters do not use weapons unless the cinematic campaign is being used (see p. 65). See *Unarmed Combat*, below, for most rabbit attacks.

Defense

Unless the GM is running a cinematic campaign, rabbits cannot Parry or Block. Even Bun Fu does not grant the ability to Parry.

All-Out Defense

A character taking the All-Out Defense option may follow the rules as laid out in the *Basic Set*. However, this is difficult for most rabbits, since they aren't capable of a Block or Parry and defenders normally get unlimited Dodges per turn. All-Out Defending animals may, instead, use a *single* defense against each attack at +2. Thus a rabbit trying to hold a burrow entrance against three attackers can take All-Out Defense and try to Dodge all three attacks at Dodge+2.

Passive Defense

The characters may evolve to the point where they will wear armor, but no rabbit may start the game with any. Such armor would never be above PD 2, DR 2 – anything heavier would be too much for a rabbit to carry! See p. 19.

Unarmed Combat

The following four attack modes replace those in *Basic Set*, which are written with human characters in mind. In addition, the *Advanced Combat* rules discusses another mode, *Ripping*.

Clawing

Clawing is the standard rabbit attack, though some prefer to move into Close Combat and Bite if the enemy isn't too big.

A bunny may Claw at an adjacent foe or in Close Combat. The damage is Thrust-2, plus any bonus from Brawling or Bun Fu.

In the advanced combat system, Clawing can be done with the right paw into the hexes marked "R" in the diagram on p. 20, and with the left paw into the hexes marked "L."

Clawing does cutting damage against animals that weigh 50 human pounds or less. Clawing does crushing damage against larger animals – a rabbit's claws won't do significant cutting damage to an animal the size of a human or bear, for

Deadliness

Players are warned that while a large group of rabbits may hold their own against a fox in this game, one or more of them might die in the battle! A rabbit's enemies do large amounts of damage and are likely to attack without hesitation. And while the bunnies may survive a fox or two, one bite from a cougar is enough to dispatch the hardiest rabbit . . .

Fright Checks in Battle

At the beginning of most battles with a predator, a Fright Check is required. This Check is at +5 if the *rabbits* instigated the fight! The GM may omit this Fright Check entirely if the *individual* predator is one which the bunnies have previously defeated. In order to do without a Fright Check at all when being attacked by *any* member of a predator species, the rabbit must have participated in at least ten successful fights against others of that species. *Example:* A Fright Check is required when a rabbit is attacked by a fox. Any rabbit who has taken part in ten or more victorious battles against foxes need not make a Fright Check. Note that these ten battles must have occurred during play; a new character cannot start with successful battles under his belt for this purpose, that is, unless he pays a significant Unusual Background cost for being a "fox-slayer."

Fright Checks that may be required *during* a battle are at +5, of course, as per the regular Fright Check rules.

Wild Swings

Kicking and Clawing are the only attacks that may be done as a "wild swing." This may be done either to a flank or rear hex or at the end of a Move. No rabbit may "wild bite." Remember that a failed Kick requires a DX or Martial Art roll to retain balance.

Constricting Snakes

Some non-poisonous snakes, such as rat snakes, are constrictors. See the constricting rules for pythons under *Snakes*, sidebar, p. B143. A large rat snake or king snake would do 1d crushing damage each turn; smaller snakes would do less.

Birds of Prey

Falcons, hawks and eagles do much more damage when *stooping*. A stoop is a swift, sudden drop out of the sky onto the prey. Stooping is at DX-2, and is always impaling damage.

Falcons are the champion stoopers, but they won't attack a healthy rabbit – see p. 16. Triple the damage listed for stooping falcons and hawks, and double it for eagles. (Eagles do not stoop as swiftly as hawks.) Owls do not stoop at all, but glide noiselessly onto their prey.

A stooping hawk has a Move of anywhere from 50 to 80. (Falcons are even faster!) There will be very little time to react in such a case – most stoops are treated as *Total Surprise*, p. B122.

The moral is clear: watch the skies when in clear terrain!

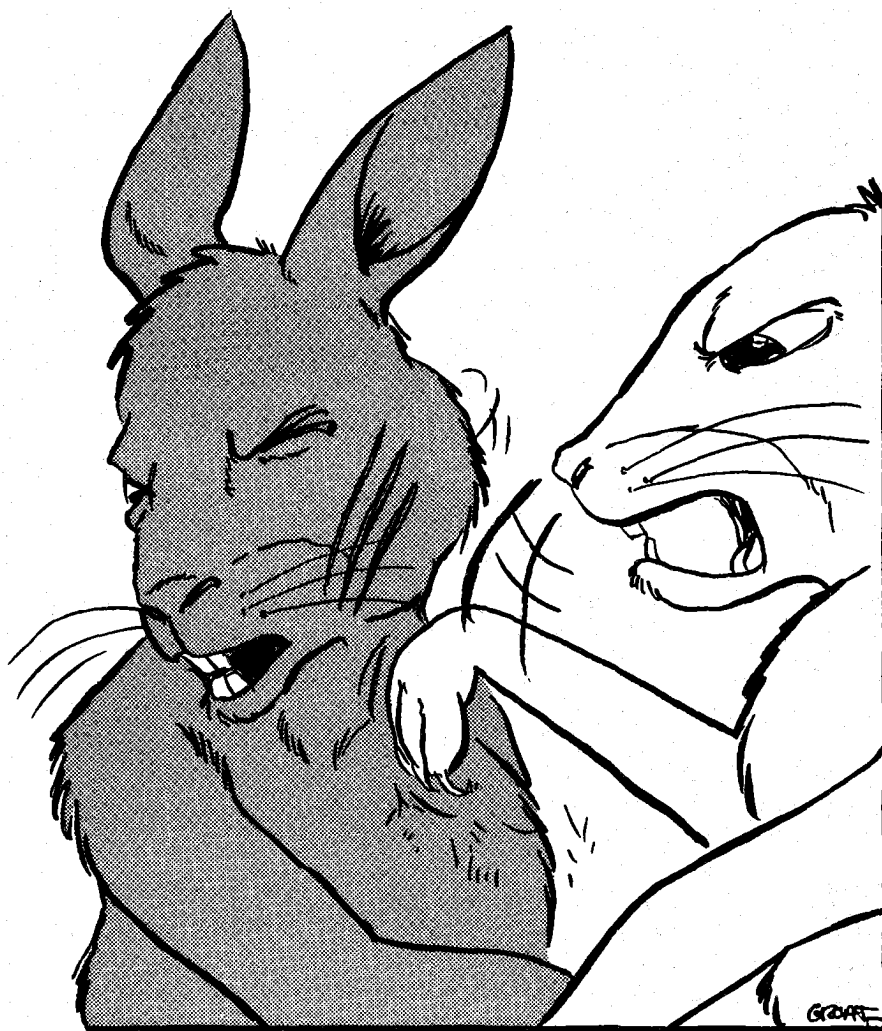
Shaking

Many predators shake their prey once they've caught it. This is only done when the prey weighs half the predator's weight or less. An enemy has to be at least fox-sized before it'll shake a rabbit. While cats will shake a mouse, for instance, most are too small to shake a full-grown bunny.

Shaking may be done the turn after grappling, or any turn while the prey is grappled.

Shaking is an attempt to break the prey's neck and stop it from struggling. Unfortunately, there's not a lot a caught rabbit can do about it. Shaking counts as an *automatic hit* with no defense allowed. The predator simply rolls for damage. Damage is 1d crushing per round of shaking; DR does not protect.

If a victim lies motionless when a predator has him grappled, there is a chance that shaking may not occur. Make a reaction roll: on a Bad or worse reaction, the foe will shake the rabbit anyway. Otherwise, it'll probably carry it off – though it may drop him if there are more bunnies to attack! If a dog, for example, thinks the rabbit's already dead, it won't bother to break his neck, but will probably trot off with him. What it does next with the motionless bunny depends on how hungry the dog is, and if there are any humans or other dogs around to show off to...



example. The only exception would be if the blow is targeted to a very sensitive area, such as a bear's nose – see sidebar, p. 62. Such an attack does cutting damage.

Biting

Biting is the standard attack when a rabbit has closed with his foe – in the basic combat system, the player can simply ask if his character can close with an opponent and bite. The GM will let him know if it's not appropriate in a given situation.

Biting damage is equal to Swing-1. Since rabbits do not have brachiating arms at all, they don't really have a Swing damage. In this case, the word "Swing" is inaccurate, but the damage amount derived from this *Basic Set* stat works well for Biting damage. A rabbit has quite powerful jaws for its size, and its bite can be quite painful.

Biting damage is Cutting when the opponent weighs 50 human pounds or less. For larger animals, a Rabbit bite does only Crushing damage.

Kicking

Rabbits kick at DX-2 or Combat Skill-2 for Basic Thrust cutting damage (plus any Combat Skill bonus). Rabbits do a raking kick that is cutting damage even against large foes. A DX or combat skill roll is necessary to maintain balance after an unsuccessful kick – if failed, the rabbit falls down.

Kicking in Close Combat, or a Jump Kick by a Bun Fu artist only does crushing damage, however.

Note that a Martial Artist can raise his Kicking ability equal to his Martial Arts skill – see p. 53.

Cuffing

A cuff is not a hostile attack. It is usually a sign of irritation or annoyance, but may actually be affectionate. A rabbit may cuff a close friend without risk of harming the friendship.

Cuffing is always done at DX, never with a Martial Art skill. The damage is 1d-5 crushing for all rabbits, regardless of ST. There is never a damage bonus to cuffing for any reason, and the cuff can be “pulled” to zero damage!

Martial Arts Maneuvers

A number of specialized Martial Arts maneuvers are available to well-trained rabbits. See pp. 53-56 for detailed rules. Note that while Kicking and Ripping may be raised above their default levels, Clawing, Biting, Cuffing and Butting may not be raised without raising either DX or a Martial Art.

Advanced Combat

All of the comments above also apply to Advanced Combat. Other enhancements for Advanced Rabbit Combat include:

Movement

The map scale is the same in *B&B* as it is in the *Basic Set*: one hex equals one yard. An average rabbit has a Move of 11, and can move 11 hexes per combat turn, which are still one second long.

Occupying a Hex: Two rabbits can occupy a single hex without being in Close Combat and still perform actions.

For simplicity's sake, assume that only two rabbits can occupy the same hex without interfering with each other (though a case could easily be made for three or four). Close Combat becomes optional in such a case: assume Close Combat exists *only* if one participant specifies he wants to enter Close Combat.

Two rabbits that are teammates can occupy a hex and both may have the same facing if desired! In this case, however, each rabbit is limited to attacking a foe in the center front hex and the hexes on his side of the space he occupies. See the diagram, p. 20. For example, the rabbit on the left could only strike at foes in the hexes marked “L.”

Close Combat

Close Combat is largely as it is in the *Basic Set*. Entering the same hex as an opponent does not automatically mean you are in Close Combat, however – see *Movement*, above.

Step and Attack Maneuver: Grapple

Rabbits grapple with their teeth. Not having opposable thumbs, they *cannot* use their paws to grapple a foe!

To grapple, a rabbit steps and enters Close Combat, then rolls a Bite attack. *He may bite for no damage*, if desired. Either a Bite to damage or a Bite merely to hold will grapple a foe, if desired. Not every Bite to damage will be a grapple, however: the basic Bite is actually a Bite and Release. The player must specify he is intending to grapple if he wishes to do so.

Bounding During Combat

Rabbits have two basic gaits: hopping and bounding – see p. 66. Bounding is primarily used for escape – it is not appropriate in a combat situation *unless* the bunny is trying to get away! Of course, a rabbit may also bound *after* a fleeing foe, but in general, bounding should not be allowed in Advanced Combat maneuvering among characters engaged in battle.



GRAFT

Facing Changes

Bunnies are very maneuverable animals and can corner much better than humans can. This is well represented by their high Move scores, though – charge a rabbit one movement point per hexside to change facing, except at the end of his turn, as for humans.

However, a rabbit can also try an extreme move: the back-angle leap. This maneuver is attempted when a rabbit is *bounding* forward and wants to throw a pursuer off by suddenly leaping to the side and rear. On a successful DX roll, a rabbit can change facing by *two hex-sides* at once at no additional cost in movement, even at full speed. In this case, the tail points to the hex the rabbit just vacated.

If the DX roll is failed, however, the rabbit takes a tumble and somersaults out of control, ending up prone. The unfortunate bunny ends up in the hex as if he had just changed facing by one hex-side and then gone straight in that direction to the extreme limit of movement.

Hit Location

Use the Hit Penalties in the *Parts of the Body* table on p. B203 for determining modifiers to target specific body parts. E.g., there is a -2 penalty to hit a leg.

Obviously, things will be different if the bunnies are battling very large foes. The fact that this is usually suicide doesn't mean it won't happen. In that case, use common sense: a rabbit simply can't hit a moose's head unless the bunny's on a boulder or log! On the other hand, there would be no -2 penalty to hit a moose's leg...

Most animal noses are very sensitive – especially canine noses. There is a -7 penalty to hit a large predator's nose, and a -9 to hit the nose of a small predator, such as a cat or weasel.



Wounds on the Limbs

In the Advanced Combat system, a hind leg that is wounded enough to cripple it even temporarily does not make a four-legged animal fall over. It *does* limit his attack though: he must support himself with the forepaw on the same side as the wounded leg, and cannot claw with it. This means he can only attack to the space directly in front of him and the hexes on the side of his good leg.

A crippled forepaw will reduce attack and movement capabilities – see *One-Armed/One-Handed*, p. 23.

Any two legs crippled, even temporarily, will make a rabbit fall down.

A *bite to damage and grapple* does normal damage, as well as successfully grappling the foe. A fighter gets a normal defense (including a retreat, if desired) against a Bite to Grapple. Do not roll a Quick Contest of DX as for human grapples – nor does the attacker get a +3: treat it as a normal attack. If the defense is successful, there is no damage and no grapple. If the attack is successful, roll for damage as usual. Provided the attack roll is successful and the defense roll fails, the grapple is successful even if no damage is actually done. *Example:* Daisy bites for 1d damage. She attacks Lopear, biting to damage and grapple. She succeeds on her attack roll, and Lopear fails his defense. Lopear, however, has Toughness 2. Daisy rolls a 1 for damage, which does no damage to Lopear, but she has him grappled.

A *bite to grapple but not damage* is treated as an attack. No damage roll is needed: the defender will be grappled if the attack roll is made and the defense roll is missed.

If the Bite to Grapple is successful, the foe may attempt to break free: Roll a Contest of ST. If a grapple is the result of a Bite to damage, successfully breaking free does half as much damage to the victim as the initial attack did (round down). Breaking free of a grapple that did no damage does no additional damage. If the *attacker* is the one who breaks the grapple, there is no additional damage.

Pinning

You may use your Bun Fu skill instead of ST in the pinning rules.

Choke or Strangle

Bite to grapple for the neck. On the next turn, you may attempt to choke or strangle, as per the *Basic Set*. This is a common predator technique, and rabbits need to watch out for it! The neck is -5 to hit.

Ripping

Ripping is a special type of Kick done while grappling or being grappled. Basically, the defender is held by the upper body, and the powerful hind legs are placed against the torso. The attacker then pushes his hind legs down and out, attempting to rip the abdomen open.

Ripping is done at DX-2, or a Martial Art-2. A Martial Artist can raise his Ripping ability up to his Martial Art skill – see p. 54.

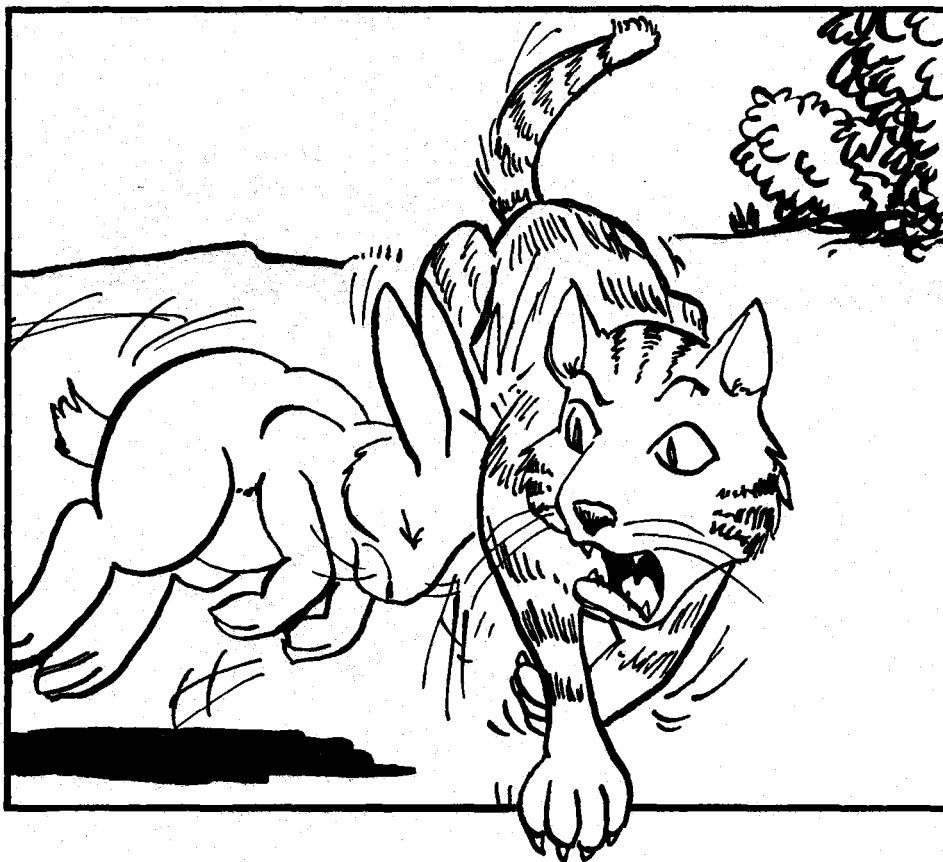
If you have a foe successfully grappled or pinned at the beginning of your turn, you may attempt a Rip. The defender may not Rip the attacker the first turn after being grappled (unless he chose the Wait Maneuver), but may any turn thereafter. A pinned character *cannot* Rip the fighter pinning him, however. Likewise, there may be a situation in which a character is grappled by the nape of the neck – he could not Rip his opponent in such a state.

To Rip, roll against DX or combat skill; no aimed shots are possible. The defender is at ½ Dodge (round down). Damage is Basic Thrust+1, cutting. Exception: a critical success on a Rip automatically does impaling damage to the vital organs if they are anywhere within reach, in addition to any bonus the Critical Hit table might indicate! Any other damage affects the general body.

On the defender's next turn, he may elect to Rip the attacker. If so, the attacker is at ½ Dodge unless he elects to let go of the grapple (no extra damage for voluntarily releasing a bite) in which case he is at full Dodge.

Slam

The Slam maneuver is also called “butting” for rabbits. The only difference between a Slam in the *Basic Set* and in *B&B* is that a successfully butted foe must take 2 turns to rise to his feet in this genre. This is also true of any animal that falls down due to a Jump Kick or Flying Jump Kick.



Should the butting rabbit lose the Quick Contest of ST and fall down himself, however, he can rise in the normal 1 turn.

Ranged Attacks

Unless the cinematic campaign is being used, the only ranged attacks a rabbit may perform are to throw an object or roll something down hill. In general, of course, a rabbit's paws are not made for grasping – the GM is the ultimate authority on what may and may not be thrown. A thrown rock by rabbits is treated as a thrown rock by humans as far as damage is concerned. The rock won't weigh as much, of course.

Because the *attribute* scale has been changed – ST 10 in *B&B* represents a much weaker creature than ST 10 in the *Basic Set* – but the *linear* scale is the same (1 hex = 1 yard), use the following formula for calculating the distance an object can be thrown: a rabbit can throw a Rock ST-1 yards. $\frac{1}{2}$ damage range = $\frac{1}{2}$ ST.

A thrown herb has SS 13 and Max Distance ST-3. There is no Accuracy bonus, and $\frac{1}{2}$ damage does not apply.

Should the characters begin to develop advanced weapons, the GM should divide the Maximum Distance multiplier for the weapon in question by 4. (E.g., the Max Distance multiplier of 4 for a Blow Pipe becomes a multiplier of 1, the Max Distance multiplier of 15 for a Short Bow becomes a multiplier of 3.75, etc.). Multiply this derived number by the character's ST and round up. The result is the maximum range of a rabbit-sized weapon of that type. *Example:* a ST 11 rabbit could shoot a rabbit-sized Short Bow 42 yards ($15/4 = 3.75, \times 11 = 41.25$). The same technique would be used for determining $\frac{1}{2}$ damage and distance for other thrown objects – see p. B90. Damage from Rolling Rocks: see p. 75.

Range, Size and Speed: the target is considered to be 4 times as far away as it really is and 4 times as large as really it is when using the table on p. B201. E.g., a 2-foot long fox counts as an 8-foot target (+1 to hit), but if it's 4 yards away, treat it as 16 yards (-6 to hit). Speed is handled normally – note that many animals move faster than humans!

Flying Tackle

While a rabbit can attempt a "flying butt," an outright tackle is impossible. Use the flying tackle rules as they are except that the victim is not grappled at the end of the maneuver – merely knocked down.

Attacking Inanimate Objects

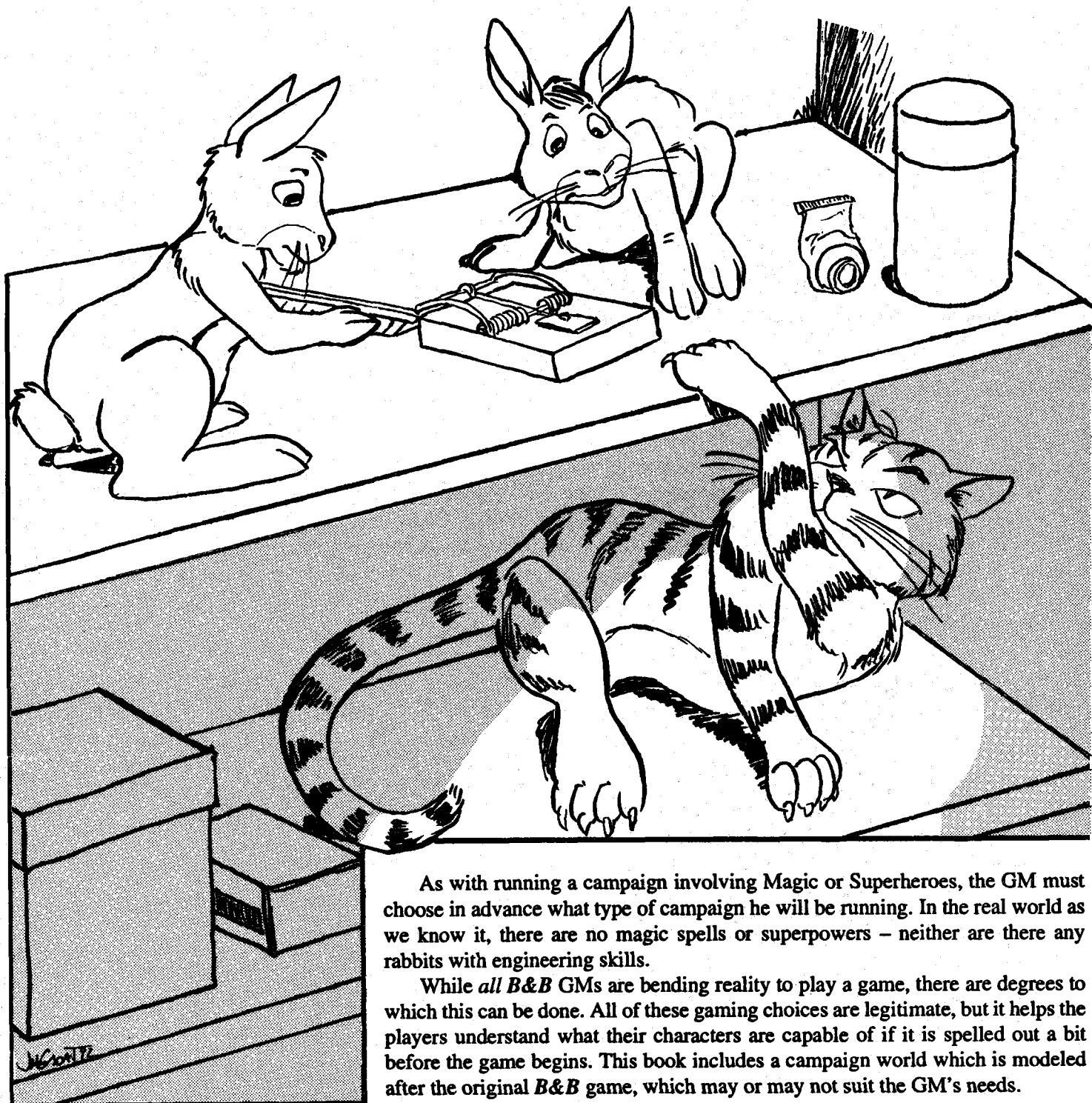
The change in scale for attributes affects how much damage inanimate objects can take. For attacks from rabbits, multiply the Hit Points of most substances by 4 in the chart on p. B125.

On the other paw, rabbits can get through wood more quickly than unarmed humans can: their teeth are made for such work. Use the Hit Points of wood per the *Basic Set* (see p. B125) when rabbits gnaw it.



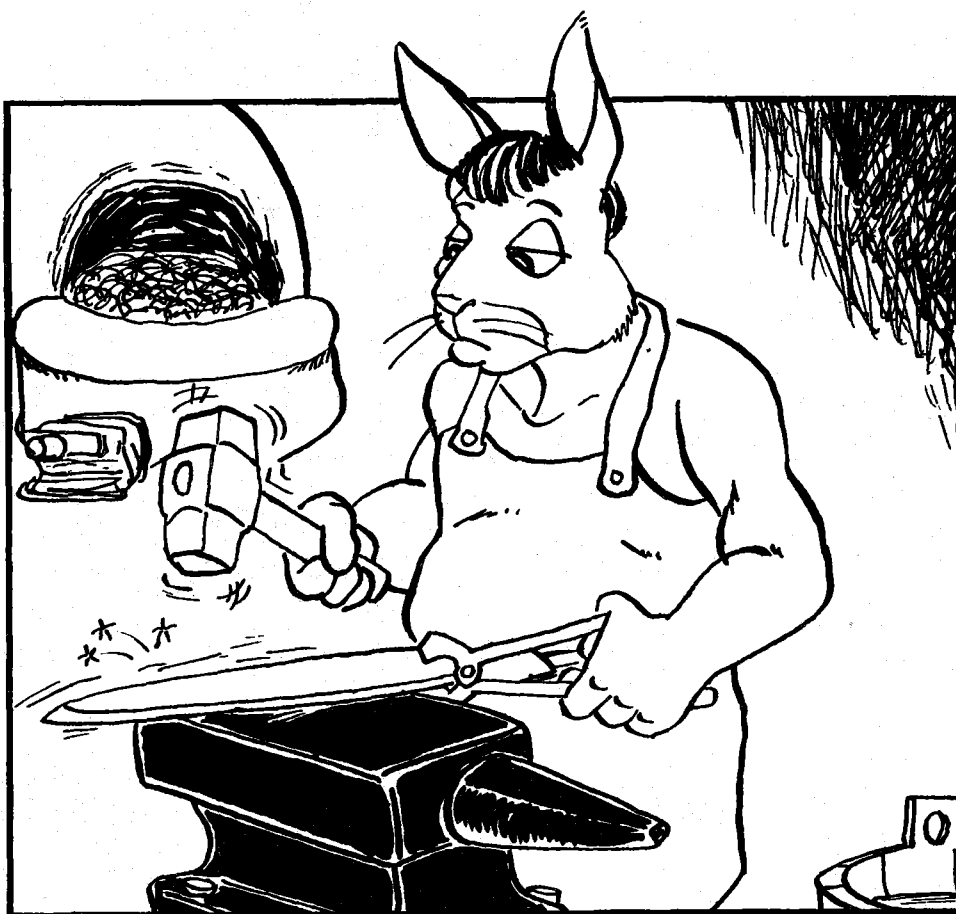
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GM-ING THOSE WASCALLY WABBITS



As with running a campaign involving Magic or Superheroes, the GM must choose in advance what type of campaign he will be running. In the real world as we know it, there are no magic spells or superpowers – neither are there any rabbits with engineering skills.

While *all* *B&B* GMs are bending reality to play a game, there are degrees to which this can be done. All of these gaming choices are legitimate, but it helps the players understand what their characters are capable of if it is spelled out a bit before the game begins. This book includes a campaign world which is modeled after the original *B&B* game, which may or may not suit the GM's needs.



Cinematic Tone

The first choice a GM needs to make is whether the game is extremely cinematic or just mildly so. There are no realistic *B&B* games!

Fingered vs. Non-fingered

Animals in fiction fall roughly into two categories: those that are represented with their natural paws, and those that are given human-like hands. This one distinction sets the whole tone of the degree of cinematic action. Most of the differences in animal fiction can be boiled down to *fingered animals* vs. *non-fingered animals*.

Fingered animals are those that are given human fingers, of course. This is especially popular in comic books and children's books. These animals usually stand on two legs and have arms that function as if their ancestors evolved in trees, further heightening the level of anthropomorphism. Toad in *The Wind in the Willows* drives motor cars, for example (though rather recklessly!), while certain well-known turtles use Oriental martial arts weapons. This book does *not* cover fingered animals.

Non-fingered animals are portrayed more realistically, but are often still cinematic. *Watership Down*, *Tailchaser's Song*, and *Duncton Wood* are good examples of this genre. The animals walk on all fours and cannot manipulate tools with their paws – but they converse and carry on like humans, anyway! There is always a degree of anthropomorphism in *any* animal book, even *National Geographic* specials, no matter how pure zoologists try to be.

Bunnies & Burrows

Where does *B&B* fall in this spectrum? Close to non-fingered, but not quite . . .

Magic and Superhero Bunnies

While it is easy to introduce magic and super-powers into the game, it should be done with extreme caution.

One of the major charms of *Bunnies & Burrows* is the fact that the player characters are so helpless! Most of the world's inhabitants want to eat them, and most of those are much bigger than the PCs, and have sharp teeth or truly nasty weapons, traps, poisons, etc. Learning to survive and even overcome such obstacles is the very heart of the pleasure in this genre.

Rabbits are tricksters in the folklore of many cultures in the world – see the bibliography. The players must also learn to use their wits to overcome foes who are stronger and better equipped. This is a very satisfying experience that is missing in games where the PCs have too much power. If a character can free captives in two actions by flying to a window and using his Super Strength to heave it open, this is not as gratifying as the teamwork and thought needed for ordinary rabbits to accomplish the same task!

That said, if it makes everyone happy, by all means introduce magic and/or super-powers into your game . . .



Mathematics

Most rabbits cannot count above four. This means that any mathematical computation involving higher numbers (5 and up!) is impossible for rabbits. They count, "One, two, three, four, LOTS!" (Exception: those with the Mathematical Ability advantage can count to eight.)

This is hard to remember, and players will often innocently ask, "How many mongooses are there?" Most likely they aren't trying to cheat – it's just a natural question from a player used to playing a human.

The usual answer is, of course, "Lots!" Sometimes the Game Master will find himself forgetting and answering, "six." Just slap your own wrist when this happens, and try to avoid it in the future.

Some players *will* try to cheat, though. "Well, if we take away four, how many mongooses are left?" Do not be fooled by this spurious logic: no rabbit is capable of thinking like that. Nor will they be able to come up with the concept of one-on-one matching to see if they are outnumbered. It's just a fact of life of being a rabbit: they usually have no idea when they're outnumbered. Given the fecundity of bunnies, they tend to think of themselves as the most numerous species on earth – and that's the best answer a GM can give them!

"More" and "Lots and Lots!"

However, a rabbit *is* capable, in a limited way, of the concept *more*. For example, when a pile of things looks at least twice as big as another pile of *equal-sized* things, it's okay to tell the players that one pile looks like it has more things. This won't work when comparing items or animals of different sizes, though. They still won't know if there are more mongooses than bunnies in a given battle until one side is reduced to four or less – or they are *massively* outnumbered – read on . . .

Lots and lots is an impression of overwhelming odds. This phrase can be used only when one side (or pile, etc.) has at least a 10 to 1 numerical superiority. So if the GM ever says there are "Lots and lots of mongooses," the bunnies had better run!

Continued on next page . . .



B&B rabbits are best described as *semi-fingered*. While they do *not* have opposable thumbs and *do* run around on all fours, they are nonetheless capable of more than truly non-fingered animals can do. They can throw herbs and rocks, for example, something a rabbit's paws and forearm structure are not really capable of. They can grab hold of a lever, insert it into a window sill, and pry the window open – if they can figure out how to do it, that is. They can weave little backpacks out of reeds, which would be an Easy skill for humans, but is made Hard in *B&B* because of the lack of fingers and thumbs.

While this book focuses on a moderately cinematic game, it is possible to tone it down. For example, if the GM prefers a game with near-complete realism, except for the fact that bunnies are intelligent and can talk (and who knows, maybe they can!), he should strike out certain abilities. Few or no psychic powers would exist, while Empathic Healing, Herb Lore and Bun Fu would be removed entirely. Engineering would still be used, but would be severely limited.

On the other paw, if the GM wants *more* cinematic action than is given in this book, he can include such things as weapons and armor, magic, more psionic powers, greater engineering capabilities, and even superpowers if desired! All of this is very easy to do – the *Basic Set* alone has all you need to add all of the above except superpowers – see *GURPS Supers* for that. Since rabbits are the norm in *B&B*, skill descriptions, weapon damage, item costs, and most other details would be the same as in the *Basic Set*. By setting the average rabbit's attributes to 10, the terms are automatically translated to rabbit-norm terms.

Evolution

Even if a more cinematic game is desired, however, it is strongly recommended that the characters begin *only* with the skills listed in this book, and that any others they learn *evolve* naturally through play. Learning a skill can take a few gaming sessions, and is actually a good basis for a plot.

It is also recommended, but optional, that rabbits never really be able to handle such things as swords and guns: they just don't have the thumbs for it. They may, eventually, be able to handle a simple spear that is held in both forepaws – such an invention is actually *extremely* cinematic, yet doesn't violate the physics of not having opposable thumbs. See *Manipulating Objects*, p. 70, for more detail on this.

On the other hand, if everyone really wants thumbs, let them evolve them. The very first *B&B* campaign ever run contained some *extreme* evolution! The PCs started out as ordinary bunnies, ran into an IQ-enhancement machine, and spent a lot of time playing with complex machinery. The campaign ended with the rabbits destroying the world! Hmm – on second thought, maybe it's not such a good idea after all . . .

Physical Feats

This section covers those changes to game *mechanics* which the change in scale demands. If something is not in this chapter, follow the rules in the *Basic Set*. Of course, any ridiculous result should be ignored, and common sense followed instead . . .

Running and Bounding

Rabbits have two basic gaits: hopping and bounding. It is awkward for them to do anything in between. Consequently, most movement will be hopping: 1 yard per second (2 miles per hour), would be a fast hop.

When they *do* run, however, rabbits *bound*. This is extremely fast movement – their hind legs are very powerful, and propel them great distances with each bound. In addition to speed, this also has the advantage of avoiding laying down their scent in a continuous line. Animals that rely primarily on scent, such as dogs,

have a much tougher time tracking a rabbit because of the large gaps in the scent trail.

Bounding is leaping optimized for running speed. A rabbit can bound ST-3 feet each leap – round to the nearest hex if using the Advanced Combat system. This means that a ST 12 rabbit will only touch the ground every 9 feet (3 hexes) while bounding. In addition, bounding is usually done in a zigzag pattern: through the left-front hexside one leap, and through the right-front hexside the next leap. This tends to throw pursuers off track.

Jumping-3 may be substituted for ST-3 in the formula above. Using Jumping skill while bounding cannot increase *Move*, however – only the distance between pawprints.

While bounding, a rabbit can still only move as fast as his *Move* score. *Example:* a ST 12, DX 13, HT 11 rabbit with Running at level 11 moves 13 yards per second. He will only touch the ground four times during that move, though: once in the third, sixth, ninth, and twelfth hexes. If using the Advanced Combat system, the character's piece is placed in the 13th hex, but the character is actually in the air – it is up to each player to remember this for his own rabbit! The sprint bonus *does* apply to normal bounding: the zigzag isn't extreme enough to disrupt it.

On the first turn of full running, however, a rabbit may not bound. He may indeed move his full *Move* allowance, but he lays his scent in each hex along the way. Only on his second consecutive turn (and thereafter) of all-out movement may he bound.

Long Distance Running: rabbits are not built for endurance, however. Unlike their cousins the hares, who can run all day, a rabbit starts looking for cover as soon as it starts running. Once a rabbit has gone 500 yards, it moves at half speed! The first 500 yards may be done at full speed, but after that, you'd better find that briar patch, Brer Rabbit!

Exhaustion from Running: as for humans on p. B88, except that at 500 yards of top speed running, a rabbit is automatically reduced to 3 ST remaining!

Jumping

Rabbits are first-class jumpers! Even though a ST 10 rabbit is nowhere near as strong as a *Basic Set* ST 10 human, use the figures in the *Basic Set* for *Standing* and *Running Broad Jumps*. That is, a ST 11 rabbit can jump 8 feet in a standing broad jump, and up to double that with a running start. Jumping is not the same as bounding: bounding is optimized for speed, while jumping is simply going for distance in a single leap and cannot be maintained two turns in a row.

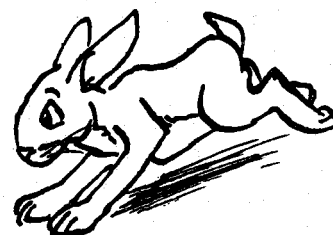
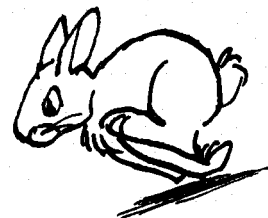
High Jump: rabbits can jump straight up higher than humans can. This is partly due to their lesser weight and partly to the power of their hind legs. A rabbit can jump straight up 4 times its ST, minus 10 inches. E.g., a ST 11 rabbit can jump 34 inches up, enough to reach the top of the average human table. Add 2 feet to this figure with a 4-yard running start.

Extra Effort and Jumping Skill work for rabbits as they do for humans – see p. B88.

Climbing

Climbing skill is P/H for rabbits – they don't do it in nature very much at all. Of course, PC rabbits are beyond natural . . .

Actually, there is one aspect of climbing that rabbits are very good at: going up and down a vertical shaft. No Climbing roll is even needed if a rabbit can get its back against something and scramble up an opposing surface with its four legs. Bunnies do this very quickly and frequently in their natural burrows, and will climb in cages that are narrow enough to give their backs something to lean



Mathematics (Continued)

Miscellaneous Math

Calculations: Rabbits can do any calculations within the 1 to 4 range. That is, they understand the concept of one half and one quarter, and can add 2+2. Any calculation that goes beyond 4 is meaningless.

Trading is handled at a very intuitive level. While the table says that 1 truffle is worth 100 lettuce heads, no one can count that high. A good Merchant skill roll will let a bunny know when an proposal is a good deal.

The *Advanced Combat* system requires figures to be placed on a map. This allows the players to count them, alas. The only way around this is to use the Basic Combat system as long as you can: make the players *commit* to a course of action before placing figures on the hex grid. Reduce experience points awarded for bad roleplaying if they change their minds when they see how many/few opponents there really are.

Other species may or may not be limited to counting to 4. Crows can count to 6 (really!) for example, and rats much higher – as much as 100. Only humans have a grasp of the concept of *zero*, however, so higher math is beyond all other creatures.

Time

While rabbits can't count over 4, they do have a sense of time.

Years and *seasons* are understood as primitive humans understand them – which is often better than most civilized humans understand them! Rabbits, like most animals, have a feel for when a season is coming to a close. Upon a successful IQ roll (one try per day), the GM can tell the player something like “Spring is still about a moon away.”

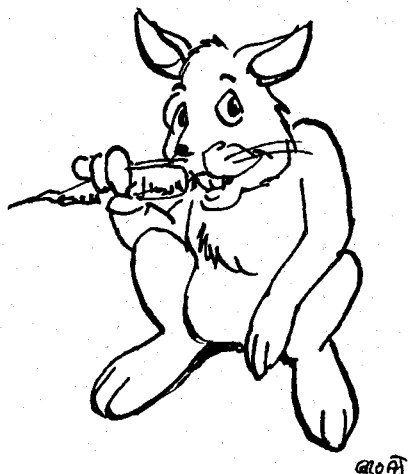
A *moon* is one complete phase of the moon (27.3 days) and is a common measure of time. This is especially true since their reproductive cycles and gestation periods are related to this amount of time.

A bunny can also think in terms of a *quarter moon*. This is the time it takes the moon to move from new to a half-moon, or from a half-moon to a full moon, etc. Long range scouts may be sent out on quarter-moon patrols. Some Warren Watches have a quarter-moon schedule: daytime duty for a quarter-moon, then nighttime duty for a quarter-moon.

A *day* is an obvious measure of time – but a rabbit can't calculate how many days are in a quarter moon – there are lots! Likewise, a *night* is the period between sunset and sunrise.

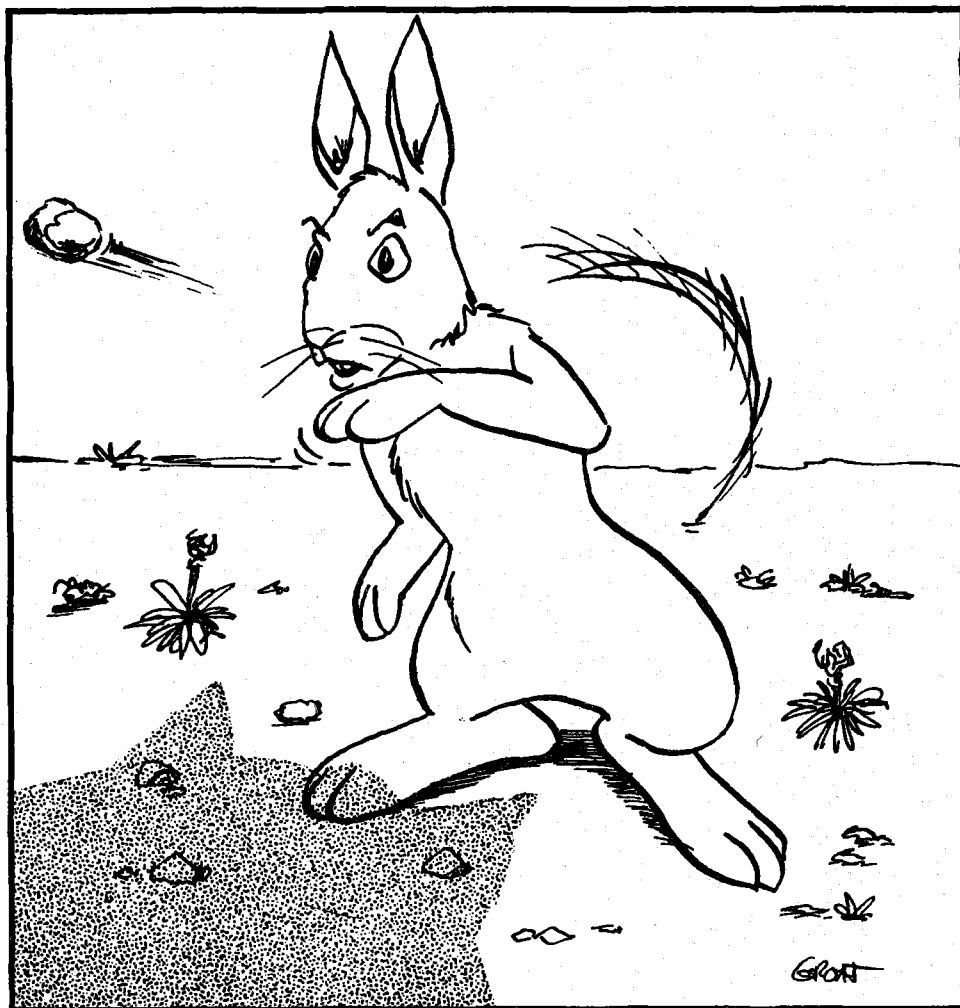
An *hour* is how long it takes a well-fed rabbit to get hungry again! Consequently, an hour means different things to different rabbits – a glutton thinks an hour has passed long before anyone else feels that way. Upon waking, a rabbit feels *very* hungry – so he knows he's slept *lots* of hours! Note that an already hungry rabbit who doesn't eat will have a hard time judging how long an hour is!

Sunrise, sunset, noon, moonrise and moonset are commonly used reference points. Animals know better than humans how soon or how long it is to one of these times.



against. They can move 1 yard per second unless the surface is slick – require a Climbing roll then, and it takes them 10 seconds to move 1 yard.

For other types of climbing, the GM should remember the lack of thumbs when giving times and difficulty modifiers for rabbits. In general, it is safe to double all penalties and times found on p. B89, and to reduce the modifier for climbing a tree to +2 *at best* for a very easy tree. A Climbing roll should be required for a rabbit climbing a human-made ladder.



Throwing Things

As stated earlier, rabbits in *GURPS B&B* are treated midway between reality and full anthropomorphism: they can grasp and throw *some* things, but not many.

Throwing in combat is covered on p. 63. For throwing or heaving things in other situations, use the formulas on p. B90, but always divide the resulting distance by 4 as in the Advanced Combat section. The GM is the ultimate judge as to what can and cannot be picked up and thrown. See the sidebar, p. 75, to determine damage from rolled objects.

Damage from Thrown Objects is as in the *Basic Set*.

Digging

Bunnies are excellent diggers, among the best in the mammal world. This is where they outshine the hares, who rarely dig.

Rabbits live in detailed warrens, and even when out scouting may dig more satisfactory scrapes than most animals sleep in. See p. 71 for sample burrows.

No roll is needed to dig a burrow, but a roll on Architecture is needed to dig a *good* burrow. The hole is dug whether the roll succeeds or not – it just might not

be very comfortable. Does are instinctively better burrow diggers: female rabbits get a +3 to this skill.

Digging times: ignore the section on digging in the *Basic Set* – it is not appropriate for rabbits. In average soil, a ST 10 rabbit can dig a foot-long section of tunnel in 10 minutes. This tunnel will be approximately 4-6 inches in diameter. Halve this time for loose soil, and double it for hard soil. (Note: rabbits prefer to make their burrows in loose soil, so that may be the norm for the home warren.) Every ST difference means a minute's difference for digging in average soil – e.g., a ST 14 rabbit can dig a one-foot stretch of tunnel in 6 minutes – four minutes less than a ST 10 rabbit can. Likewise, a ST 8 rabbit would take 12 minutes. The quickest *any* rabbit can dig in average soil is one foot per two minutes, no matter how strong she is.

Digging out a larger “room” in a burrow will take proportionately longer – about an hour for a chamber large enough to accommodate four rabbits comfortably. The extra time involved is for dirt removal and smoothing of the walls and floor – something not necessary in a tunnel.

5 minutes will suffice for digging an emergency scrape – something to minimize predator attention while sleeping in the open. This gives a +2 to Camouflage skill.

Plugs are blocked tunnels or entrance ramps – see sidebar, p. 9. Assume a very thick plug is 1 foot deep, an average long-term one is 6 inches deep, and a hastily erected one is an inch or two. The latter type can be easily kicked in if they are discovered – one or two actions, at most.

Predator digging: most predators don't dig after rabbits. Since all burrows have escape holes, any inhabitants would be gone long before the carnivore got close enough to be a danger. Some city-bred dogs will dig out of sheer ignorance, however. Figure dogs dig *slightly* slower than rabbits: 11 minutes for a foot-long tunnel!

Badgers are exceptions, though. Badgers are champion diggers, and will often unearth a rabbit in a dead-end chamber before it can escape! Badgers can dig a passage through a yard of soil in *one minute*!

See *Burrows*, p. 8, for information about placing and removing plugs (“secret doors”).

Carrying Objects

Rabbits may carry objects in a variety of ways. As described in the sidebar on p. 42, rabbits may carry some herbs tucked in their fur. They can also carry things in their mouths, and, somewhat awkwardly, with their paws. A rabbit holding or using an object with its paws can only move at a speed of 1 yard per second, and is assumed to be using both forepaws to grasp the object. This is a two-legged hopping, something bunnies have been observed to do, but aren't completely graceful at. Require a DX roll every 5 yards to avoid falling over and dropping the object if the situation is critical – otherwise, assume they can take time to rest occasionally and get there eventually with no roll needed.

A rabbit may carry an object up to a medium-sized cabbage in his mouth. Determine encumbrance normally.

The most common way a *B&B* rabbit will carry something is in a woven bag. Engineers may dream up other ways, of course – this is encouraged!

Woven Bags

These bags are made with the Fiber Crafts skill (see p. 27). They may be used simply as backpacks with no specific rules needed, or the following detailed rules may be used.

When the bag is made, it has a *sturdiness* factor equal to the weaver's Fiber Crafts skill. The player should record this on his character sheet. Critical success

Herb Use and Game Balance

Herbal Concoctions are very important to most rabbit plots. The players might get carried away with stockpiling herbs, and spend days (game time) in gathering and processing them. This may be unbalancing, especially if a PC Herbalist knows some of the more powerful herbs.

An easy way to solve this problem is to limit the herbs available to PCs. This can be done before the game begins or during play.

Before the game, the GM could simply scratch out certain herbs, saying they don't grow anywhere near the warren, and so wouldn't be known to the Herbalist. The bunnies might still be able to trade for some, though. A more drastic approach would be to boost the Acute Smell/Taste prerequisite for each smell clarity by +1 or +2. That is, only rabbits with Acute Smell/Taste +2 could identify even clear herbs, and so on. Notify the players *before* they make their characters if this plan is adopted.

During the game it might become harder and harder to find the correct starting materials. This can actually be a very gratifying plot device: since the local marsh is depleted of a certain plant, the bunnies have to go on a quest for more!

Another way to control herb abuse is not to allow the characters the time to gather and process herbs. Either the situation is critical – there isn't time to search the woods for Snuffballs – or their searches are constantly interrupted by predators or information-bearing neutral animals.

On the other hand, there may come a time when the Game Master wants the players to use herbs *more* than they do. Sometimes the party is stumped how to get out of a dilemma. At that point, an NPC can ask a PC Herbalist, “Do you know of any herbs that would help?” The player may then anxiously scan his character sheet only to come up with, “Well, if we had some Sugarleaf . . . I can recognize it, but I don't have any!”

At that point the NPC might offer to guard while the Herbalist searches for Sugarleaf – how far is it to the nearest place it grows? A half hour and a few generous modifiers later (for plot purposes!), they have some Sugarleaf! Of course, now they have to figure out how to get the bear to eat it . . . but that's part of the fun!

Mapping

Sample maps of burrows, some small and one large, are provided for the GM on p. 71.

The players should not be allowed to make any maps as they adventure – their characters are not capable of it. The only exception might be a player whose character has the Absolute Direction advantage. The *character* does not have the ability to make and understand a map, but the *player* is allowed to use such an aid to represent the inherent ability to find one's way. Any map he makes should *not* be shown to the other players! He must describe the directions the party needs to go, which might make for some interesting and accurate confusion...

However, the same reasoning applies to the home warren: the GM should allow *any* player to map his home warren – or part of it, anyway. The PCs are very familiar with it, after all – but they won't be intimately familiar with an *entire* large warren. They may even change the burrow structure as they see fit... But they had better have the queen's approval if they are digging anywhere near where she goes! She is *strictly* in charge of most burrow expansion...

Some sample burrows are given on the following page. There are several small ones, suitable for a new warren or emergency bolt holes, and one sample large burrow. Even the large burrow would only represent a small portion of a really big warren, but it's probably the limit of the PCs' knowledge.

MAP KEY

1 hex = 1 yard

B = Bucks' Wing

C = Councillors' Wing

D = Does' Wing

G = Guard Room

K = King's Chamber

Q = Queen's Chamber

R = Royal Wing

⊙ = Entrance

⊖ = Plug (Secret Door)

○ = Kettle

∞ = Large Kettle

▨ = Secret Passage

A = Assembly Chamber

creates an exceptionally sturdy bag of nearly indefinite lifetime – it automatically has a sturdiness of 25!

Bags made with a critical failure on the Fiber Crafts roll will wait until an extremely bad time before coming apart – they may survive the first few stresses!

Most bags (under these optional rules) will need to make “stress tests,” though. Any time there is possibility of stress on the bag (racing ahead of a predator into brambles, excess weight carried, diving down a hole quickly without concern for the bag, etc.), the bag may come apart. The player should roll against the bag's sturdiness factor each time it is under stress. The GM may assess penalties for severe protrusions, such as unbending nails and wire brushes. If this roll is failed, the bag rips open, spilling its contents. If the roll is successful, the bag holds together and all is well – or maybe not!

If a bag catches on a *strong* projection, such as a nail, and it *doesn't* rip, the bunny may be hung up on the snagging object! Have the rabbit make a DX roll – on a successful roll, he and his woven bag wriggle past the snag. Otherwise he is caught – and takes 1d-3 damage if he was running! It takes a successful DX roll to slip out of a snagged pack, or a ST roll to break free of the straps. This counts as an action, though he may also “step” 1 yard. The bag won't rip in either case, though the straps may be broken.

Broken straps can be repaired with an hour's time and a successful Fiber Crafts roll.

Capacity

A bag will hold a number of small items, such as herbs or berries, equal to the carrying rabbit's ST – e.g., a ST 10 rabbit can use a bag that will carry ten small objects. (Of course, should a larger rabbit carry a smaller rabbit's bag for him, the bag does not magically increase its capacity!) Instead of small items, a bag may hold up to 2×ST R-lbs (20 R-lbs equal one large or two small apples).

Manipulating Objects

Humans have two basic grips to manipulate tools: a power grip (pick up a hammer) and a precision grip (pick up a pencil). Rabbits, alas, are capable of neither of these. The best they can do is easily illustrated: put a puppet on one hand, the kind that you slip your thumb into one sleeve to represent one arm, and a finger into the other sleeve for the other arm. Now pick up a hammer, trying to make it look realistic, as if the little puppet were doing it. Awkward, isn't it?

The GM will frequently need to rule on what a bunny can and cannot do with his paws. There is no way around this: it is beyond the scope of this book to list every possible action and whether or not a rabbit can accomplish it!

There are two guidelines to keep in mind at all times:

1. Rabbits have no thumbs: any *grasping* will require two paws.
2. Players need to succeed at tasks eventually to have fun.

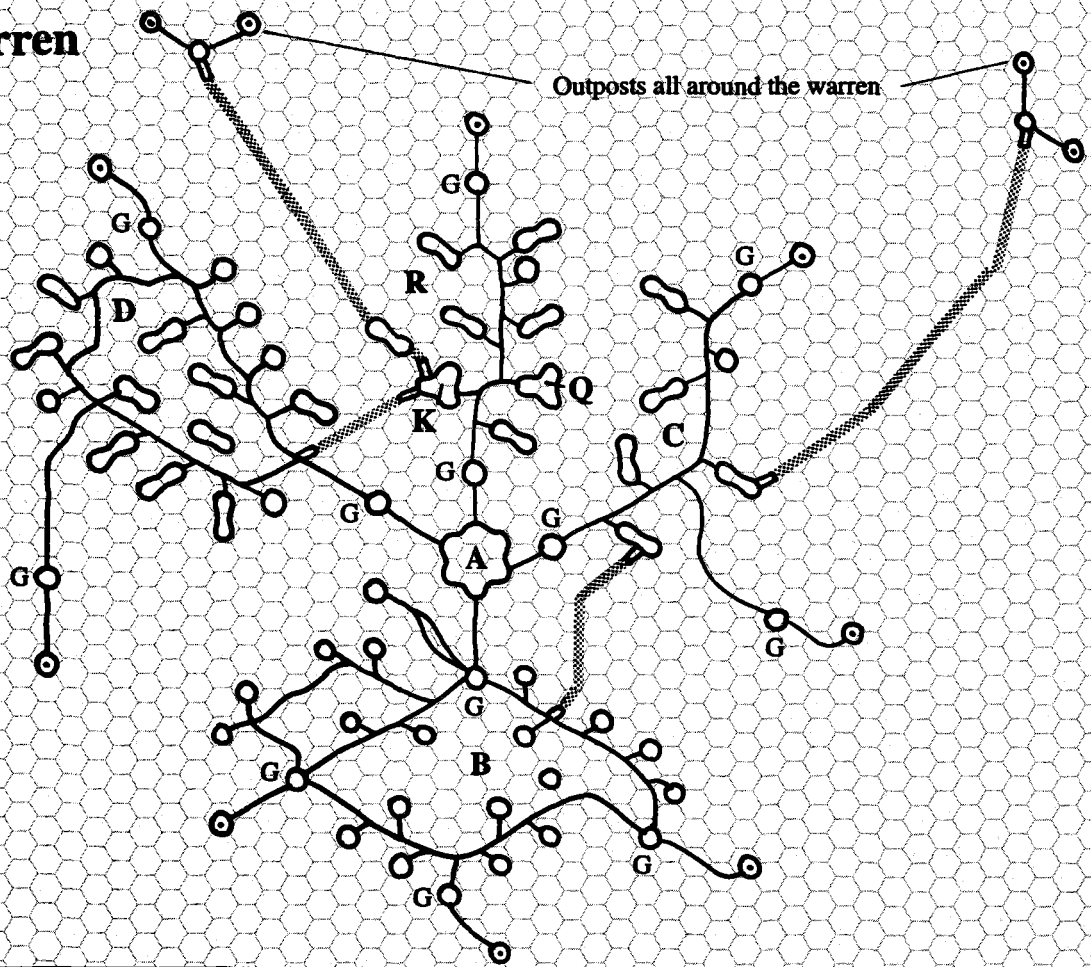
Note that players don't need to succeed at *everything* they try. Shooting down an idea that is too easy will actually heighten their enjoyment when they are forced to think of a cleverer way that ultimately prevails.

With those two principles in mind, here are some examples of what rabbits can and cannot do. Note however that they must first be able to *think* of these things – see *Engineers and Mechanics*, p. 72. Sometimes a roll might also be required. This might be on DX or even Mechanic skill, as the GM rules. Often a ST roll is also required – remember how small rabbits are.

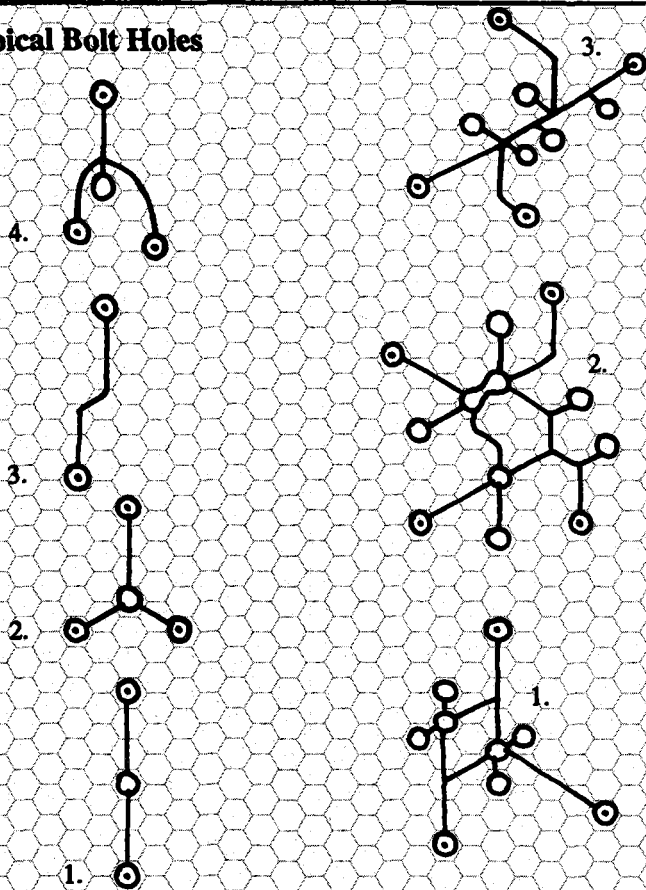
Bunnies can...

- ... hold and push on a lever.
- ... turn a crank (or faucet, doorknob, etc).
- ... throw a rock or herb.

Large Warren

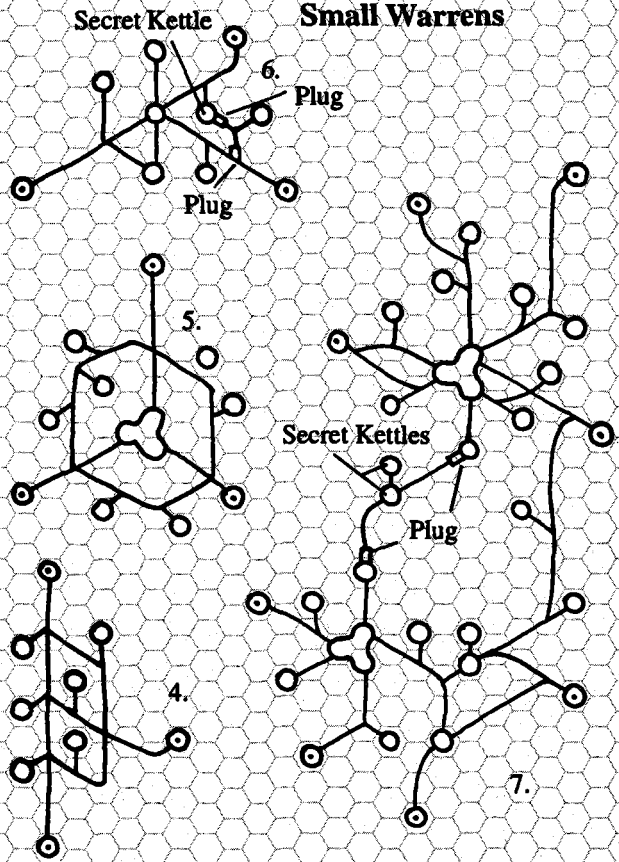


Typical Bolt Holes



Secret Kettle

Small Warrens



Long Distance Travel

Due to their slow hopping gait, rabbits travel long distances *much* more slowly than humans. For distance traveled in a day's "march," divide the figures on p. B187 by *ten*.

The *Off-Road* rules on pp. B187-188 can be used as they are except there is no bonus for *Good Terrain* – treat it as *Average Terrain*. Thus an unencumbered rabbit moving through *Very Bad Terrain* can only move 1 mile per day!

The rules for *Road Travel*, however, should be ignored completely – rabbit travel is strictly off-road.

- ... lift a coiled rope off of a peg.
- ... 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 could 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.



And so on. Please note that some of these tasks *could* be accomplished by two or more rabbits working together, and some of them, eventually, perhaps, could be performed by a single PC rabbit who's been slowly building up to better and better manipulation skills. See the sidebar, *Sleight of Paw*, on p. 77.

Actually, the best way to settle an argument may be to hand the player a hand puppet and have him show you what he means. If you can find one of a rabbit, so much the better!

Engineers and Mechanics

The Engineer skill plays a big role in a *B&B* game. While there are tool-using animals (such as sea otters, some finches, baboons, burrowing wasps, chimpanzees, etc.), rabbits are not naturally among them.

At first, the players may not realize this fact, and will tell the GM their characters want to do such and such an action – say, open the pigpen gate. At that point, the GM must politely request one of them to make an Engineer roll to think of the concept of a gate opening! Once that has been

successfully accomplished, the GM should again politely request someone to make a Mechanic roll to figure out how to do it, and whether or not they need any tools! Only then may they open the pigpen gate – and, in fact, they're really not done yet: how are they going to get up to the latch? Climbing? Jumping? But

we've put the cart before the horse here – actually, the Mechanic needs to get up close to the latch *before* assessing how to open it!

Players may have a hard time with this at first, but most will soon join in the spirit of the game and even volunteer to make Engineer rolls without being prompted by the Game Master. The GM is free to call for Engineer and Mechanic rolls whenever the rabbits want to deal with any human-made objects. (An Anthropology roll is necessary to use the implement *correctly*, but the rabbits might not be interested in that. A screwdriver makes a fine crowbar to a rabbit . . .)

These skills will also come into play if the rabbits want to try more natural Engineer projects, such as dragging a limb to act as a bridge to get the lame rabbit over the stream. The engineer rolls to see if he can think of the concept “bridge,” and the Mechanic (the same rabbit or another) then rolls to see if he can figure out how to maneuver the bough into place.

Engineer/TLR

This is the ability to figure out *very* simple machines, such as a lever, deduce how to use basic human tools such as a screwdriver, and grasp “clever” concepts such as the fact that wood floats and doors swing open and shut! Engineering on the TLR level is extraordinarily primitive – Stone Age humans are high-tech wizards compared to bunnies. As the campaign continues, and the engineer character matures, the GM may allow rabbits to come up with more and more complex ideas.

There are six types of simple machines, but all are complex to a rabbit: the lever, the inclined plane, the wedge, the wheel and axis, the pulley, and the screw. Reviewing a *children's* book of physics would be helpful – see the bibliography. All of these simple machines work on the tradeoff between force and distance – but that generalized concept is beyond any rabbit until he has at least Engineer-25!

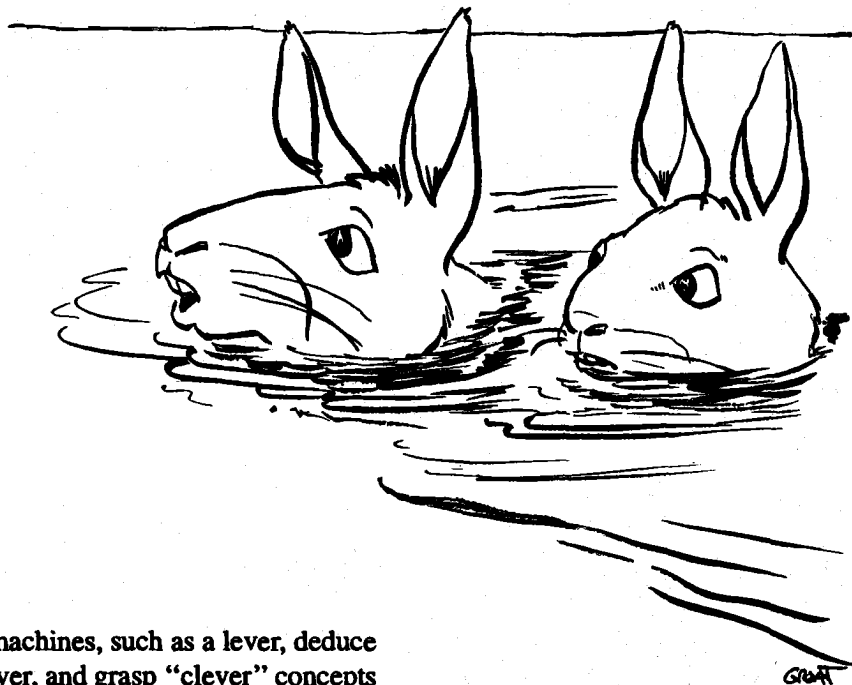
In addition, such concepts as *door, handle, latch, knot, sling, floating, spring, harder materials wearing down softer, cement floors, sharpness, halter, etc.*, all require an Engineer roll to understand the first time they are encountered!

However, once an engineer has worked a number of times with a lever, for example, the GM may either skip the Engineer roll, or give a generous bonus to the roll.

Mechanic/TLR

This is the ability to carry out the clever idea that the engineer came up with. Using a crowbar to open a window requires at least three rolls: an Engineer roll to think of the idea, a Mechanic roll to place the bar correctly, and a ST roll to force the window open. Odds are good that it will take more than one rabbit pulling on a crowbar to force a window, by the way – see p. 76.

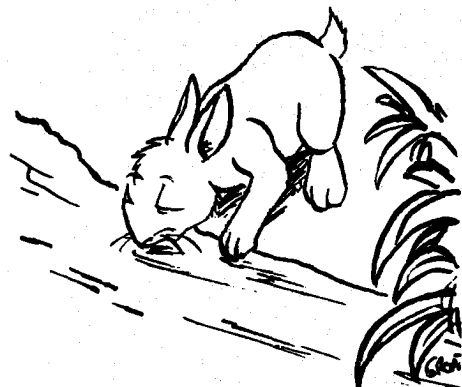
Mechanic skill is M/H for rabbits: it's just not easy to figure out that the crowbar goes *under* the window, not at the side! A Mechanic roll is required after most Engineer rolls. Exceptions include such things as pushing an unlatched door open: once the engineer understands that this thing needs to move *that* way, no Mechanic roll is needed just to push it that way. Should there be a latch, however, that's another story. The Engineer figures out that the latch needs to be manipulated and the Mechanic figures out how to manipulate it.



Swimming

Rabbits don't like to swim. They can when they have to, but prefer not to. The swamp cottontail is an exception, and *prefers* to escape to water when it can! Figure speed in the water as for humans, though: most rabbits will swim at 1 yard per second, while swamp cottontails will have lots of points in Swimming skill, and therefore a higher speed.

Combat in and under water: largely as for humans – see p. B91. Biting damage is not reduced, however, though damage from every other type of attack mode (Clawing, Kicking, Ripping) is.



Sense Rolls

Bunnies live and die by their senses. Few animals have as many senses as keenly developed – and few animals need them to survive as much as rabbits do.

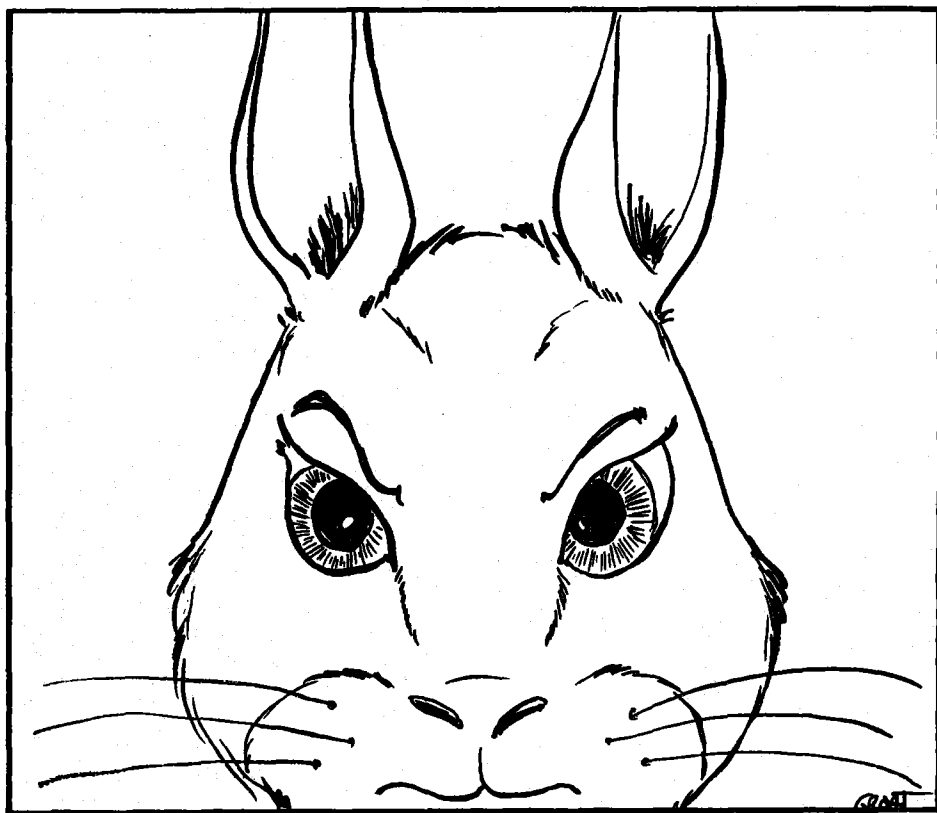
Their noses are superb, their hearing excellent, and their peripheral vision is all-encompassing. Rabbits have many sensitive hairs around their noses and eyes that feel burrow walls as they go through the dark underground passageways of their home.

A common rabbit action is to stand up straight on its hind legs, all senses alert and active. Of course, this also makes the rabbit quite visible to any foe who happens to be around, but such a stance should receive a +3 bonus to all sensing rolls to detect *anything* that isn't well-hidden.

The GM who wishes simplicity may simply run the character's senses as if they were humans. Those who wish a bit more realism should read this section.

Holding Breath

Rabbits are not as good as humans at holding their breaths. Halve all the figures on p. B91: that is, a rabbit may hold its breath 5×HT seconds if not exerting itself, and 2×HT seconds with mild exertion, etc.



Vision

Strictly speaking, rabbits' vision is specialized in a different way than humans' vision. They detect the slightest movement in a full circle, but only have a very narrow area where they can focus both eyes (depth vision) to distinguish different objects in detail.

This is best handled by giving them a +3 to Vision rolls to notice any *movement*, but a -3 to notice anything motionless. (Stalking felines count as motionless!) Treat anything directly to the front as being like human vision. "To the front" means anything seen through the spaces marked "DV" (depth vision) in the diagram on p. 20.

Rabbits (and animals similar in size) can generally see 40 yards in grasslands, or up to 100 if they rear up on their hind legs on a small rock or dirt clump. They can see at most 20 yards in brush, forest, or marsh.

They can generally see movement in

the air only at 100 yards unless scanning deliberately for it, in which case they'll see further.

Each time an animal passes from less dense to more dense habitat, it has a 50% chance of being lost by a pursuer.

Very small animals (mice, spiders, etc.) can only see things within 10 yards of themselves at best, regardless of terrain.

For *throwing objects*, there is a -3 penalty to anything targeted outside the depth vision field. Of course, a rabbit can turn his head without moving his body, so this rule only comes into effect when aiming. Assume any snap shot is done by turning the head and focusing briefly on the target – no penalty beyond any snap shot penalty. If the rabbit aims for even one turn, however, change the facing of the piece to represent which hex is now the "flank" hex (the back) for combat purposes. A rabbit may aim with only one eye at a quarry outside of the depth vision area, but he is at -3 to hit.

Rabbits have Night Vision compared to humans. They are largely nocturnal animals, and penalties for poor lighting should be reduced accordingly. A rabbit may take an additional level of the Night Vision advantage, which would mean he would have DX penalties only in absolute pitch blackness. Most burrows are only pitch black at night – during the day, reflected light would allow a rabbit with Night Vision to get around just fine, while most rabbits would be at -3 to -6, depending on the depth of the burrow.

Hearing

Compared to humans, rabbits can sense sound from a great distance. Rather than give all rabbits a bonus to their hearing, they have been made the norm. The GM who is used to giving human PCs a hearing roll to detect a sound at, say, a distance of 25 feet should roll at 50 feet for rabbits to hear the same sound!

Thumping is a common danger signal among rabbits, and carries great distances. A rabbit can hear another rabbit thumping up to 900 yards (½ mile) away – without a hearing roll being required!

Smell

The wind is very important to rabbits as a carrier of odors. Scents are borne downwind, and most animals will try to make use of this. Predators often hunt upwind so their scent is carried back the way they came from, and prey that is ahead has no advance warning. On the other hand, prey species will often have sentries on the downwind side of the herd to foil this very technique. These sentries usually remain motionless, camouflaged into near invisibility, and are very alert for sounds or sights of anything unusual.

Rabbits will smell a human from as much as 100 feet away on a day with average wind. Smokers can be detected even further away. Meat-eating animals also give off a strong odor, and it's very rare that any prey will be surprised from upwind.

Touch

Any rabbit who comes across an object in the dark will be able to tell what it is in just a few seconds if it something he is familiar with.

A rabbit's "whiskers" around its nose and eyes are very sensitive touch organs. The rabbit simply "wiggles" its nose, using the hairs to palpate the object and recognize it if known. Of course, he is also sniffing the object during this time, and the two sensations complement each other quite well.

Fright Checks: Shock

Rabbits are a prey species. This is a sad fact of life that bunny players have to get used to: lots of beings in the world want to eat them. Most of these are bigger than rabbits; all are mightily equipped to deal out death to bunnies.

Unless a rabbit has deliberately sought out a predator, the sight of any carnivorous creature is enough to require a Fright Check for a rabbit – see sidebar, p. 59.

In addition, some of the more gruesome examples of human inventiveness require a Fright Check the first time a bunny encounters them: blinding lights on a road at night, a roaring tractor ripping up a lovely burrow, animal hides staked to a barn for tanning, cruelty to penned-up animals, incredibly obnoxious noise coming out of a black box while a human hums and snaps his fingers, and so on.

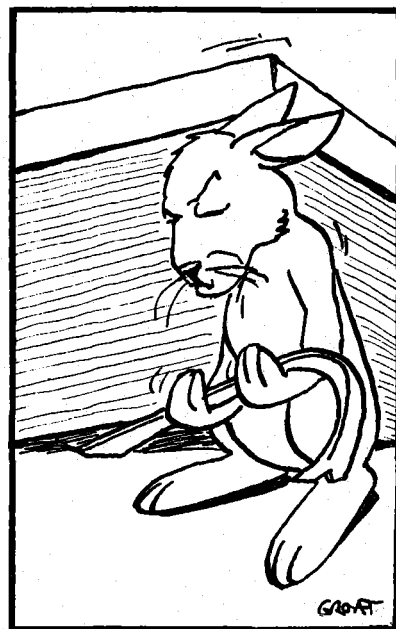
Since most rabbits have a Phobia of Loud Noises, a Fright Check is required any time a gun goes off, among other occasions. Rabbits who have the Unaffected by Loud Noises advantage (see p. 22) may ignore this, of course.

The Fright Check rules can be used unmodified as on pp. B93-94. Alternately, the GM may rule that a failed Fright Check simply means the rabbit is *Mentally*

Lifting and Moving Things

The formulas for determining what a character can and cannot lift are identical to those on p. B89. Substitute *Rabbit Pounds* instead of human pounds.

The basic problem for bunnies is *grasping* the object, though. Not having opposable thumbs, this can be a problem. The GM is always the final arbiter on what may or may not be grasped effectively enough to be picked up. See *Manipulating Objects*, p. 70.



Dropping and Rolling Rocks

Because Rabbit Pounds (R-lbs – see p. 19) are actually quite light, the formula on p. B131 is changed when calculating damage from dropped and rolled objects.

Calculate damage for objects in R-lbs, and automatically *halve* the results.

Any damage involving a dropped object of 100 R-lbs or less is *halved again*.

Treat rocks rolled downhill as if they were dropped, but *halve* the final damage yet again! (This means a rock less than 100 R-lbs that is rolled downhill does 1/8 the damage as given by the formula on p. B131.)

Examples: a rabbit rolls a rock weighing 100 R-lbs (2.5 human pounds) 10 yards downhill onto a foe. This does 1.25d damage (roll 5d and divide the result by 4, rounding down). A rock weighing 200 R-lbs (5 human pounds) rolled the same distance would do 5d damage (20×1, halved for being calculated in R-lbs, and halved again for being rolled downhill instead of dropped).

ST Rolls

Whenever the GM determines it is necessary, a rabbit should roll vs. ST to accomplish a certain task. This is especially true when using "oversized" (human) tools and other objects. While a human may be able to lift a window frame with comparative ease, a rabbit is *much* smaller and weaker! Remember that one human pound equals 40 Rabbit Pounds (R-lbs.). Thus, lifting an object that requires one pound of force costs a rabbit 40 pounds of force!

Rather than calculate the force needed to do hundreds of everyday tasks, the GM should simply decide based on common sense. Certain tasks might require a set amount by which a ST roll must be made. Lifting an easy window might simply require a ST roll, while a stubborn one might need to be made by 20 or more!

Allow rabbits to add their STs together when making a roll to lift a window, for example. Be sure that all the characters that say they are helping can physically reach and fit and grab onto what they need to! E.g., a rabbit tries to lift a window and rolls his ST by 5. The GM says it doesn't budge – and they've already made a successful Mechanic roll to determine it's not locked. So the bunny calls over two friends. Adding all three STs together, they have ST 34. One rabbit (the first) makes the roll for all three. He rolls against the combined ST of 34 and gets a 15: made it by 19. The GM had determined this window required making the ST roll by 20, so he says it seems to move very slightly, but they still can't see under it. Encouraged, they try again, this time rolling a 9, making it by 25 – they move it up 5 inches, the GM rules, and they can squeeze under it! But perhaps the noise woke the cats...



Stunned. This is how the original *B&B* handles the situation, and it is appropriate to the species. This is easily managed simply by treating any result of over 11 on the Fright Check table as if it were an 11. Given the large numbers of Fright Checks that might be needed in a game, however, the GM is free to be even more lenient and treat more severe die rolls as if they were a 10 or even a 9. Don't let the players know you are being easy on them, though!

Food: Energy and Trade Value

Rabbits are low on the food chain. They are strict vegetarians, and their most common fare – grass – is a low-energy food. This means a rabbit has to spend a lot of its time eating to get enough energy to survive.

Rabbits *do* eat higher-energy foods, though, when they can find them. This enables a bunny to spend more time at other pursuits, such as adventuring.

A rabbit that lives on grass alone needs to eat for ST half-hours per day to be fully healthy! Thus, a ST 10 rabbit needs to eat grass for five hours a day just as maintenance – not counting any strenuous activity. Missing any one of these half-hour eating sessions is treated as missing a meal – see *Starvation*, p. B128. A rabbit can go one hour between "meals" before feeling hungry.

Extreme activity, such as fighting or running all out, will fatigue a rabbit as for humans, but this fatigue *cannot* be regained only by resting! A rabbit must *refuel* to regain ST: each "energy point" (see below) restores 1 ST. An Empathic Healer, however, rests as humans do for ST drained by Healing.

The good news is that other foods may be substituted for grass, reducing the amount of time needed to eat. Food is rated for its energy value in *energy points*. Each energy point restores one ST lost due to fatigue, or simply one ST-worth of food needed to survive at optimum level.

The following table shows the energy values of food. Eating the food for the amount of time shown provides the energy given in the table. In addition, the rough trading value of an item is given, though this will vary as supply and demand rise and fall. For trading with other rabbits and herbivores, nothing less nutritious than lettuce has any value. A head of lettuce can be considered the basic "\$" in *B&B*, but of course the market fluctuation can be extreme depending on season and availability, and is complicated by the lack of higher math...

Energy from Food

Food	Time	Energy	Value
Grass	30 min	1	–
Clover, Dandelions, etc.	20 min	1	–
Berries, Mushrooms	10 min	1	–
Lettuce, Greens	1 min	2	\$1
Roots	1 min	4	\$2
Oats, Grains	1 min	6	\$5
Nuts, Fruits	1 min	8	\$10
Truffle	1 min	10	\$100

Any food listed with an eating time of one minute is fairly portable: a minute's worth of any of them can be carried either in the mouth or in a backpack.

Energy Consumption

Rabbits have two gaits: hopping and running. Hopping burns up 1 point of energy (ST) per hour. Running (and swimming) burns up one point of energy per minute – or significant part thereof. Fighting burns up 5 energy points per fight!

While sleeping rests a rabbit, it also burns up energy: that is, you need to eat

after sleeping, simply because you went without food. Sleeping burns up 2 energy points per 8-hour period.

The GM may assess damage-dealing reduction for ST temporarily lowered by lack of fuel. The simplest method is simply to say that every 2 ST below normal a rabbit is, his damage is reduced by one. This is strictly optional, however.

Humans

These are very strange, very unpredictable animals, the only true monster in the book. They cannot communicate with rabbits, and their brains do not seem receptive to any of a Seer's thought sending or receiving techniques. There must be something wrong with them.

The PCs may run across many types of humans, including farmers, farm kids, city kids, hunters, trappers, hikers, birdwatchers, picnickers, loggers, tourists, motorcycle gangs, junior high school outing groups, ecologists, construction workers, National Guardsmen on training exercises, and so on. These may or may not be accompanied by dogs or other animals. Of course, the players will never know which type they are meeting.

Most humans have Combat Paralysis compared to a rabbit. There are exceptions, of course, such as many hunters. Humans also have a very high DX for manipulating things with their hands; the DX given on p. 89 is for unarmed combat purposes. Humans tend to have Night Blindness compared to bunnies, and Immunity to Common Sense.

Basically, the GM should play them as totally alien creatures whose motives are completely beyond the comprehension of any rabbit. Only a Seer may get an occasional inkling of why humans do what they do. Even a successful Anthropology roll won't give any hint of *motives*, though it may reveal *what* a human will do in a given situation. A successful Anthropology roll would tell a rabbit that just sitting by the side of a road means he isn't in much danger of being run over, for example. But it won't reveal *why* the humans don't stop or swerve to kill it, when they hunt rabbits and set traps for them at other times.

Habitations

Rabbits will often need to go around human dwellings on adventures. Not only are there gardens, there are also essential tools and sometimes comrades to be rescued, or predators to lead toward a human holding a gun.

While there are occasional cabins in the woods, most human habitations are more extensive than that. A successful Anthropology roll will help guide a rabbit

Falling Damage

Rabbits are very light, and have springy legs. Halve any damage they receive from falling – see p. B131. They take *no* damage from falling 5 yards or less, and a successful Acrobatics roll will reduce the effective falling distance by another 5 yards. This means a rabbit could fall 10 yards, make an Acrobatics roll, and take *no* damage.



Sleight of Paw

Sleight of Paw is the rabbit version of Sleight of Hand – and a bit more. Any rabbit, such as a Mechanic who practices manipulating objects a lot, should put points into Sleight of Paw. This skill may be substituted for DX whenever the GM calls for a roll to manipulate any object. This has nothing to do with ST: this use of Sleight of Paw represents the bunny attempt to mimic the human *precision grip*, not the *power grip* (see p. 70).

around a farm: allow him to tell the difference between a barn and a house, for example, or make an educated guess as to which building is more likely to have some rope in it they can steal.

Farms

A farm is the most common human habitation a rabbit is likely to deal with. It may be overwhelming! Even a small farm has not only the all-important garden, but large fields of crops, pastures, a duck-pond, an orchard or two, and quite a few outbuildings: a barn, a chicken coop, a pig sty, a stable, a tool shed, a garage, a woodshed, a workshop, a corn crib, a silo, a storage shed, a slaughtering shack, possibly even an outhouse.

Some of these buildings are *very* easy to get into, at least in warm weather. The tool shed, workshop and storage shed might be hard to gain entry to, though, as well as the house itself, of course.

Dogs are common on farms, as are cats. Enlightened farmers allow owls to roost in their barns to keep garden-raiding pests down, though this is not common practice. Most farms have at least one gun on the premise, sometimes loaded, or at least ready to be loaded quickly. Many farm kids learn to hunt by shooting at rabbits.

The smells on a farm are strong – the dog might not get a whiff of a rabbit unless he's directly upwind of the dog. Neither dogs nor cats are blind, however, and geese miss very little. Fortunately, a goose isn't likely to honk at something the size of a rabbit.

Towns & Cities

Anyone reading this probably knows most of what is needed to run a game in such an environment. What would a neighborhood dog do if it spotted or scented a rabbit? What would a gang of kids do? A housewife? A 10-year old girl? A mad vivisectionist?

As to *why* rabbits might be in a town or city, see Chapter 7, *Adventures*.

There are some towns and cities in Europe in which rabbits *do* live in fairly large groups in the extensive park system. They seem to have adapted well, but they probably stay out of dark alleys . . .

Traps and Poisons

Vicious, that's what traps and poisons are. Traps skill will help a rabbit detect the former, and Poisons skill the latter. Either skill is useful against poisoned traps. Traps skill is also used to disarm a trap, but don't add in the Acute Smell or Vision bonus.

Types of Traps

There are ten types of traps in *B&B*:

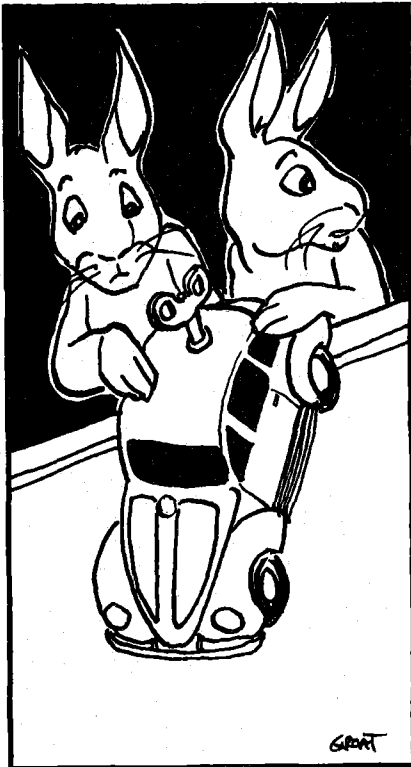
Trap Type	Damage
Live Trap	No damage
Box Trap	No damage
Snare	1d every 10 minutes
Foot trap	1d every 10 minutes
Net & Sapling	3 points
Pit	1d
Crossbow	2d
Beartooth Trap	3d
Pit & Stakes	3d
Deadfall	4d



Thieving from Humans

Humans tend to resent *any* creature who takes something a human considers his. Whether this be stealing carrots from a garden, rope from a shed, or chickens from a coop, the human is sure to notice sooner or later and seek retribution. Sometimes this can work to the PCs' advantage – some humans will assume a fox is after his chickens and shoot him on sight. Usually, though, rabbits need to be careful.

If the player characters begin to raid the same human establishment a number of times, things will happen. The next time they show up, there may be more traps, an electric fence, more dogs, or even a human waiting camouflaged in a duck blind with a rifle. If the thieving has been of things that rabbits don't normally take, such as tools, harness, meat (sometimes you have to bribe a scavenger), clothing from the clothes line, etc., then there may be inappropriate traps set. The human probably thinks it's another human stealing from him. But he'll be on the lookout, and if he happens to see rabbits making off with his son's Erector set with 25-watt input engine, he'll be mighty surprised, yes, but not surprised enough to let it go without doing something about it. See the next sidebar . . .



The types of traps found depend on legality and how bound by it the human is, and many factors hard to weigh: cost of the trap, time and energy to set it, how angry the human is at loss of vegetables, whether the human wants a live rabbit, one to eat, or an utterly destroyed rabbit – never mind the meat so long as it's dead.

There may be clues as to a trap, such as a glimpse of shining metal (though it might be an empty beer can), a carrot where no carrot should be (though it might have been dropped by another marauding rabbit), an unusually placed log (though it might be an old sign), crumpled grass (could have been a picnicker), and sticks lying in a pattern (although kids do things like that for no reason). There may also be man-smell around a trap. In general, the GM should roll in secret against IQ to notice clues, possibly at a penalty if they are slight or obscure.

Springing Traps

The player should describe what his character is doing to spring a trap – if it sounds like an utterly dumb idea to the GM, assess a penalty to his Traps skill. (“I’ll run as fast as I can through the snare to set it off, but so fast it’ll miss me,” is worth about -10, for example.)

Escape from Traps

After a rabbit has been caught by a trap, and the immediate damage has been done, the rabbit must still escape from the trap – assuming he’s still alive! Otherwise, a human will eventually come to the trap. Escape methods are listed below. An Escape roll may be substituted for any of the Engineer, Mechanic or Sleight of Paw rolls in this section (though not in other situations).

Live Trap: The prisoner can be released from the outside only. This requires a successful Engineer and Mechanic roll, and possibly a Sleight of Paw roll.

Box Trap: The captive can be released from the outside by lifting the box (IQ roll to think of it, ST roll to lift, possibly at a penalty), or from the inside (same), or by chewing through the wood (one hour). Most box traps have a wooden bottom, also – those that don’t may be dug out of quicker than chewing through, depending on the soil.

Snare: The wire loop *cannot* be released by the rabbit in the snare unless he makes an Escape-5 roll! Each failed attempt does an additional 1d damage. An IQ roll will let someone think of digging up the stake, at which point the loop will relax, and can be pulled off the rabbit with a DX roll. Damage continues every ten minutes as long as the loop is on.

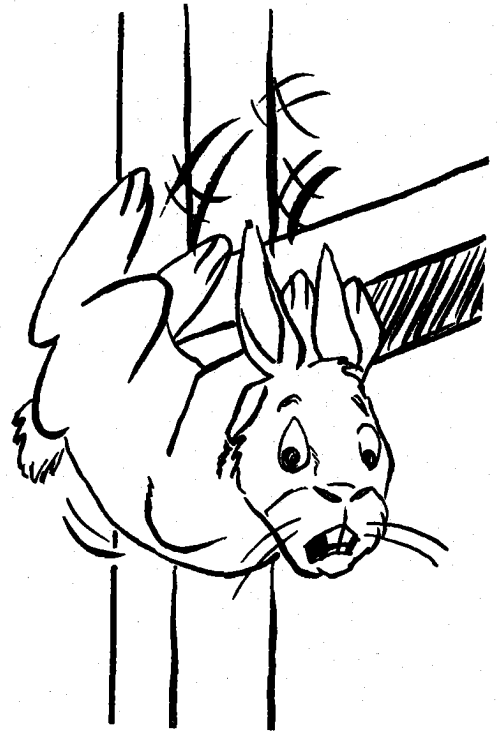
Foot Trap: The victim can be released from the outside with an Engineer and Mechanic roll. The rabbit may also chew off the foot, taking additional damage and becoming a cripple. The trap does damage as long as the rabbit is in the trap up to HT/3. If the rabbit stays in the trap too long, he may starve to death.

Net & Sapling: A good climber may climb the tree to release another rabbit in the net – IQ roll to figure out how. Otherwise, chewing through takes 10-30 minutes and the resulting fall adds another 1d of damage (the net interferes with good dropping technique). Alternately, an Escape roll will allow the rabbit to figure out how to get out without damage, though it still takes the same amount of time to chew through the net.

Pit, Pit & Stakes: The pit must be dug out; typically the pit is six feet deep, so that it takes about 30 minutes in loose soil, the likeliest type for this type of trap. A rabbit on a stake cannot get himself off, however – he’ll need outside help!

Crossbow, Beartooth: The damage is done instantly and the rabbit is free to continue, if he can.

Deadfall: 4d damage has a tendency to at least render the victim unconscious, leading to eventual bleeding to death if not rescued by friends. Rabbits not caught in the deadfall (a deadfall can catch lots of rabbits at once!) can dig their friends out – 10 minutes per victim.



Around Humans

A human noticing rabbits doing unnatural things (most things that involve an Engineer roll) may have an extreme reaction. He may doubt his sanity, and sell the farm and move to an asylum, but don’t bet on it. He may swear off drinking – but don’t bet that’ll last too long. He’s more likely to try to capture the rabbits alive – or exterminate them.

A human who has captured machine-working rabbits can react in one of several ways. He may think he has his fortune made – he can sell them to a circus, he might think, or start his own show. He can sell them to a university or government agency for a lot of money – he thinks. He might even pull it off.

Or he might be the home Behavioralist type who sets up little mazes for the rabbits to run, just to see how smart they really are. This might work to a PC’s advantage – he might get free training in engineering! Usually, though it is best to rescue the poor bunny as soon as possible. There is just no telling how a human will react from moment to moment. He might get frustrated that the rabbit has decided to act normal, and simply kill him and eat him. Or he might be threatened that the rabbit is more intelligent than he is, and kill him out of fear! This might be a mutant strain that will breed and take over the world, after all . . . and knowing the average gamer, this isn’t far from the truth!

All in all, it’s best that the PCs never reveal to humans that they are anything but normal animals.

Weasels, Ferrets and Snakes

Weasels, ferrets and snakes are said to be able to hypnotize prey – see sidebar, p. 17.

In reality, this story is not true – it is merely the onset of shock from seeing *any* predator that induces this condition in prey. This may be handled simply by requiring a Fright Check during combat (sidebar, p. 59) and be left at that.

Or . . . the GM may decide these tales are true! In this case, roll a Contest of Wills: any rabbit who looks in a weasel's, ferret's or snake's eyes must win a Contest of Wills or be paralyzed. If the predator wins, the paralysis lasts until either the hypnotizer is out of sight (not likely) or the rabbit takes damage. A tie in the Contest means the bunny is paralyzed for 1 turn, and cannot look away – the charmer can try again to control him on the next turn. Should a rabbit win the Contest of Wills, he is not susceptible to being hypnotized by that foe for the rest of that encounter.

Each hypnosis attempt counts as a full action for the predator. Only one victim may be hypnotized at a time.

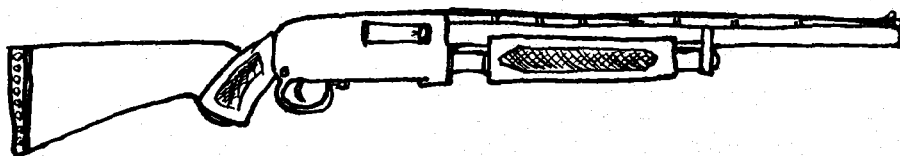
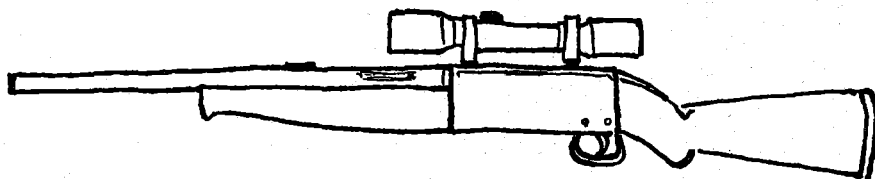


Poison

Humans often put out poisons to kill pests that raid their gardens and other crops. Sometimes this is simply poison added to a natural food, such as a head of cabbage, or sometimes it is in an unnatural form but with a strong odor of carrots, cabbage, etc.

A rabbit must make an active attempt to discover poison – it is not a passive skill. If a player suspects poison, he should ask the GM to make a roll for him. The GM rolls in secret against the character's Poisons skill – Survival is of no use detecting human poisons! On a successful roll, the GM tells the truth. On a failure, he tells the player he doesn't sense any poison, whether the item in question is poison or not. Critical failure means the GM lies to the player.

Poisons may be of varying types: slow-acting (symptoms show up in an hour or more, and do a little damage every 10 minutes up to the maximum), fast-acting (poisons take full effect in 1-5 minutes), and instantaneous. Potency can be 1d, 2d, 3d, etc., up to 6d or even more! (Humans make some incredibly strong poisons!)



Guns

In 1965, the Remington Corporation estimated that 29% of all ammunition fired in the U.S.A. was aimed at rabbits. Not much of it hit, though – they are quick targets with a tendency to zigzag. Consequently, in *B&B* a gun fired at a rabbit always misses on the first shot!

Many types of humans will have guns, though obviously not all will. The type of gun depends on the situation. A National Guard unit will have some pretty powerful weapons – assume bunny is dead if hit with one of these! Very few people will waste a pistol shot at a rabbit, unless they are thoroughly annoyed (or crazy city folk).

The most likely rifle a farmer will grab when roused by a barking dog is a shotgun, 12 or 20 gauge. Use the statistics for Rem M870, 12G, on p. B209, but it only does 2d damage to a rabbit – less of the blast connects with the smaller target. A .22 is a common hunting rifle (Damage 1d+3, SS 14, Acc 10, 1/2D 100, Max 1,200, Wt. 6, RoF 3~, Shots 10+1, ST 8, Rcl -1, Cost \$150). A rifle that is made for deer hunting will do 5d to a rabbit. Use the statistics for the Winchester '94 on p. B209. Any larger weapon will cause instant death.

Disease and Parasites

Pests

There are many insects that prey on rabbits. Good grooming eliminates any danger from these pests, however. Assume that bunnies always groom sufficiently

unless under extreme stress – such as on an extended adventure. At such times, they may be attacked by pests.

The only time the rabbits should encounter pests is when they enter an area that is especially thick with the parasites. Should the bunnies continue through the insect-ridden realm, they may suffer the damage and diseases listed below. Constant grooming is needed in such an area to avoid problems. If any rabbit is too busy doing something else to groom every ten minutes in such a situation, inflict him with a parasite!

The herb Pestflower Dust is potent against *all* of these parasites. Other herbs may be discovered that work against a specific pest species.

There are a variety of pests (ectoparasites) that may affect rabbits, either by causing damage directly or by passing on a disease to the rabbit. Pests include ticks, leeches, mites, fleas, and mosquitoes.

Any number of *ticks* causes 1 point of damage per tick during each 30 minutes they remain on the rabbit. If infested by ticks, a failed HT+2 roll means the rabbit has contracted the disease called Fever. A tick need only be attached for ten minutes to pass on Fever. Ticks are found in fields.

Leeches cause 1 point of damage per leech during each 30 minutes they remain on the rabbit. They do not transmit any disease. Leeches occur in water, either running or stagnant.

Any number of *mites* cause 1 point of damage during each hour they remain on the rabbit. They do not transmit any disease. Mites occur anywhere.

Any number of *fleas* cause 1 point of damage during each hour they remain on the rabbit. They can also leap up to 3 feet to infest other animals. If infested by fleas, a failed HT+2 roll means the rabbit has contracted the disease called Fever. A flea need only be on the rabbit ten minutes to transmit this disease. Fleas occur anywhere. If a rabbit bearing fleas enters a burrow and remains there for at least 30 minutes, consider the burrow to be infested with fleas.

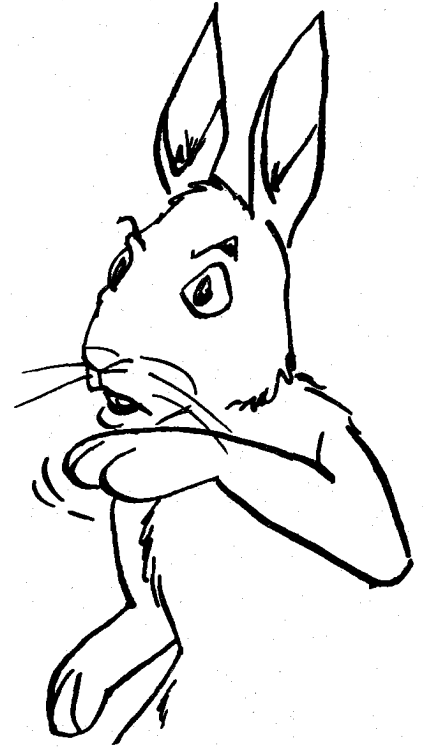
Mosquitoes cause itching, but no damage. A failed HT+3 roll means the rabbit has contracted the disease called The Shakes from mosquitoes. Mosquitoes occur in woods and especially swamps.

Diseases

Fever is only transmitted by ticks and fleas – it cannot pass from rabbit to rabbit. It only affects lagomorphs and rodents. A Fever victim feels very hot. It does not immobilize the rabbit, but all attributes are at -3 starting one half hour after being infected. At that point, make a HT+2 roll: a success means you'll be better in 5 hours (sooner if you are cured by an Empath or herbs). Failure means the fever lasts another 24 hours, before you roll again. A second failure means you will die in 24 hours, unless cured by outside means.

The Shakes only result from mosquito bites, and only affects lagomorphs. Symptoms of The Shakes do not appear for 30 minutes; at that time, the rabbit begins to shake visibly, and his speed is *drastically* reduced. A rabbit with The Shakes cannot move faster than 1 yard per *minute*, and all attributes and skills are at -5! At that point, roll vs. HT: a successful roll means the disease will pass in 5 hours (though it may be cured sooner). Death will occur in 5 hours if the HT roll is failed and a cure not found in that time.

Tuleremia, *myxamatosi*s and *rabies* are severe diseases that rabbits are susceptible to. They are not covered in this book. All are fatal (that is, unless cured by herbs or Empathic Healing) and all disfigure their victims. Tuleremia and myxamatosi are fast-acting (a day or two), carried by insect vectors, and cause blindness. Rabies is slow and painful (a month or more), and is contracted by being bitten by a rabid mammal.



Bunnies and Fire

There is an herb called Fireroot which will burst into flames if left in the sun for 1 minute. This can be extremely useful – and unbalancing! – for the rabbits to have. The GM should consider all the ramifications of fire before allowing it.

It was probably the control of fire more than any other single discovery that enabled early humans to become the masters of the planet. It could do the same for the player characters if the GM isn't careful!

Fire could be used to scare off and even kill predators that a rabbit shouldn't be able to stand up against. Fire can also wipe out a farm homestead completely! Its use should definitely be contained, if not prohibited altogether.

There is a new disadvantage, *Phobia: Fire* that most wild animals have naturally. The Game Master may require this for all rabbits, thus solving the problem in one fell swoop.

A fairer and more enjoyable solution is simply to say that rabbits cannot learn to *control* fire. They can never figure out matches, lighters, gas stoves, torches, etc. They will not be able to light a branch at a human fire to carry off to use against a foe. Even a flaming lightning-struck tree cannot be useful to a rabbit at all. They *may* use Fireroot, however – but Fireroot is very rare! This will allow them occasional use of fire without ruining the game.

6

FRIENDS AND FOES



There are many inhabitants of Cunicula. This chapter is a collection of *some* of those who interact most frequently with rabbits, plus some of the more notable rare ones.

There are, of course, countless other animals in and around Cunicula. (Examples: sheep, armadillos, shrews, lizards, toads, most insects and fish, deer, lots of snakes, prairie dogs, porcupines, packrats, etc.) These animals are very easy to include if needed. Most people know enough about them to run them without any research – and if not, any encyclopedia has adequate information.

Such an animal rarely needs complete stats. Find an animal in this chapter that is similar to what you have in mind, and adjust those figures as needed.

Other Habitats

Only inhabitants of Cunicula itself are included in this chapter. Since Cunicula consists of temperate meadows, swamps and woodlands bordered by mountains, there are many creatures not even hinted at.

It's possible that a jungle might lie just over the range of mountains to the south, however. If so, there may be many fascinating creatures not found in this book: monkeys, pythons, tigers, jaguars, cheetahs, leopards, hyenas, etc., – the bunnies would *love* to meet these!

Or to the west might lie a desert – gila monsters, sidewinders, death adders, jackals, lions, peccaries, etc.

The sea has its sharks, barracudas, moray eels, dolphins, octopi, and so on.

Any animal in *GURPS Bestiary* can be translated without too much effort. It is easiest just to compare the desired animal with a similar one in this chapter, and use those attributes. For those who love formulae, however, ST in *B&B* is equal to 5×ST in *GURPS Bestiary*. Damage is determined as if the creature were a *person*, though – don't use the damage chart on p. B140.

Animals of the *GURPS Fantasy Bestiary* and *Space Bestiary* may also be used, of course. There are some great plots involving bunnies and a dragon (or a Tyrannosaurus Rex!) just begging to be written!

Personalities

The GM should remember that these species shouldn't be treated simply as *monsters* in *B&B*, but as *people*. To conserve space, very few species have personalities spelled out in this chapter – but that doesn't mean they don't have any!

The truth is that *every* species should have a stereotypical personality from which individuals vary widely. Cats, for example, have a reputation as being curious, lazy, sneaky, arrogant and vain flatterers. They don't have to be that way – the GM should make cats act as *he* thinks they should act. A singular cat can then differ from that norm – the rabbits will never know what type of cat they are meeting. But they should have expectations, which can be met or shattered as the situation warrants.

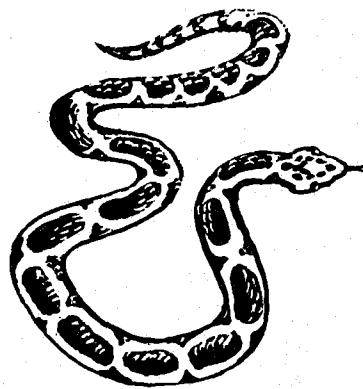
Remember that bunnies are basically warren-dwellers, which means they'll return to the same area over and over. They'll soon get to know Fred the Pig, and may even come to be friends with him. Fred's personality will probably grow as the sessions continue – but he should start with at least *one* interesting quirk!

Attributes

Since animals in this book are actually *races*, there can be considerable fluctuation in attributes. At the scale represented in this book, there are clumsy cats as well as more dexterous ones, healthy foxes and sickly ones, weak dogs and strong ones, smart rats and dumb ones – and so on. A short range is shown for the *majority* of animals of a given species, but exceptional individuals will lie outside these bounds in either direction for any attribute.

Advantages and Disadvantages

Any advantages and disadvantages allowed the PCs are also available to NPCs. These will fluctuate within a race. While most foxes will have Combat Reflexes, for example, others may not. A member of *any* species may have Toughness, and still others Charisma. There may be neutral animals with Paranoia, shady characters with an Addiction, or Gullible predators with a Code of Honor – use your imagination!



Snake



Fox



Flying Wolf



Bobcat

Key to Statistics

Origin Code

All animals have an Origin code of RF (real, fictionalized). There are 2 exceptions: the Jackalope is LF (legendary, fictionalized), and the Flying Wolf is F (fictional).

Attributes, Etc.

All attributes, PD/DR, and damage are relative to the average rabbit, not human.

Move/Dodge, Reach and Size are in terms of a one-yard hex.

Weight is in human pounds. Multiply by 40 to get Rabbit Pounds.

Habitat

F: Temperate Forests.

FW: Fresh Water Aquatic.

H: Found near Human habitation – may or may not be domesticated.

M: Mountains.

P: Plains, including meadowlands bordered by hedges (rabbits' favorite country).

S: Swamp.

Any: The animal may occur in any of the above land habitats.

L/T: Language and Type

Language: Both the common and racial language is given for each animal – the common language is capitalized, and the racial is in lower case to avoid confusion.

Type refers to a species' general attitude toward rabbits – see p. 15.

E: Enemy

N: Neutral

S: Shady

Example: L/T: CAR/can/E means the animal speaks Common Carnivore and Canine, and most members of the species will be enemies of rabbits.

Common Language Codes

ART: Common Arthropod

AVI: Common Avian

CAR: Common Carnivore

COL: Common Cold-blooded

INS: Common Insectivore

LAG: Common Lagomorph

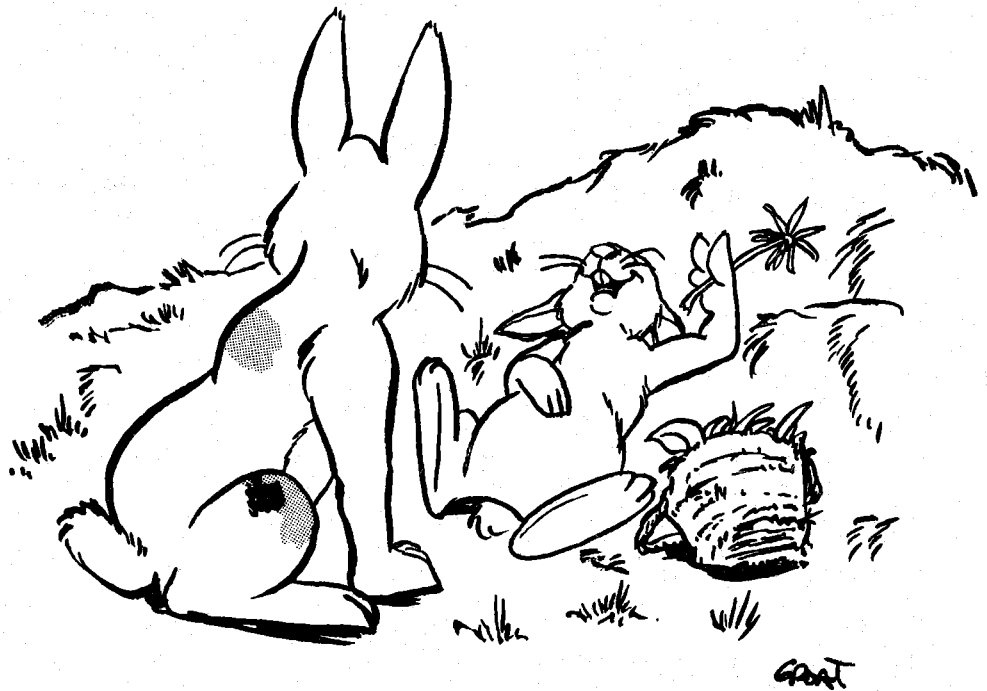
ROD: Common Rodent

UNG: Common Ungulate

Racial Language Codes

Racial language codes are given in all lower case to avoid confusion with codes for common languages.

In all cases, the first three letters of the racial language are unique. See the list of languages on p. 29. However, do not confuse "INS" (Common Insectivore) with "ins" (Insectine).



Skills

Likewise, many of these individuals will have widely varying skills. Mon-gooses are good at setting traps, for example, but that doesn't mean that a mon-goose can't also be a skilled merchant or linguist! While squirrels are natural acrobats, the bunnies may meet a squirrel who happens to be very skilled at Gambling and could fleece them for all their truffles. Members of another species might even be martial artists, psis, enthrallers, empathes, engineers and so on.

Some species are listed with skills, while others aren't. But every animal has *some* skill, whether this chapter lists any or not!

Languages

The rabbits should not assume that just because an animal is not a Lagomorph he can't understand what they are saying! While it is doubtful that a predator would have bothered to learn Common Lagomorph or Lapine, another Herbivore might very well have.

This can be used to further the plot on occasion: if a toad has some valuable information the PCs need but none of the bunnies speak Common Cold-Blooded or Amphibine, then perhaps the toad speaks Common Lagomorph – or even Common Avian, and they can communicate through a language that is native to neither of them. Such a conversation will have lots of gaps and chances for miscommunication, but that can also be part of the plot...

Descriptions

These have been kept to a minimum to avoid taking up too much space. After all, most Game Masters and players know a lot about these critters already, and the *Type* field contains a good clue on how they'll react to rabbits in general – see p. 15. The descriptive paragraphs deal largely with game-related specifics.

Alligator

ST: 110+	Move/Dodge: 7/7	Size: 5
DX: 8-11	PD/DR: 4/5	Weight: 700-1,500 lbs.
IQ: 6-9	Damage: 9d imp	Habitats: S,FW
HT: 10-11/100+	Reach: C	L/T: COL/rep/E

Alligators live deep in the warmer swamps, and are solitary hunters – though others aren't too far away. They'd love to snap up a swimming bunny – or dog or fox or wolf or human or . . . most anything! Alligators attack by biting.

Badger

ST: 25-35	Move/Dodge: 6/7	Size: <1
DX: 9-12	PD/DR: 2/2	Weight: 20-45 lbs.
IQ: 8-11	Damage: 3d cut	Habitats: P,F
HT: 10-13/40-50	Reach: C,1	L/T: CAR/mus/E

A badger lives in an extensive underground burrow called a *set* – the most extensive tunnel system in nature. A badger inherits a set, and shares it with his offspring. Each generation expands the ancestral set – they have Architecture at 15+, usually. They are very clean (latrines are outside), with an intricate network of tunnels, many storerooms and comfortable bedchambers. A mission into a badger set would be a bunny version of the archetypal dungeon crawl!

Badgers are great diggers – see p. 69. Although they're far too slow to catch a bunny in the open, they'll rip open a burrow if hungry enough, and aren't stopped by thorn bushes. They hunt alone, though they live with other badgers – they are the most gregarious members of the weasel family.

Badgers strike first with the claws for cutting damage, then bite for 3d impaling.



Bat: Flying Wolf

ST: 6-9	Move/Dodge: 12/7	Size: <1
DX: 10-14	PD/DR: 0/0	Weight: 1-2 lbs.
IQ: 9-11	Damage: 1d-1 cut	Habitats: F,S,M
HT: 10-12	Reach: C	L/T: INS/chi/E

Bat: Vampire

ST: 4-5	Move/Dodge: 12/6	Size: <1
DX: 10-14	PD/DR: 0/0	Weight: <1 to 1 lb.
IQ: 10-12	Damage: *	Habitats: M
HT: 10-12/5-7	Reach: C	L/T: INS/chi/E

While there are many types of neutral bats, the two species listed here are definitely enemies. These are usually encountered

only in caves or at night, though they are sometimes found in especially gloomy forests during the day. Use the same stats for large and small neutral bats, who will never bother rabbits since they eat either insects or fruit.

Flying wolves move in aerial packs of 3 to 10, swooping down on prey and ripping it to shreds. They are particularly dangerous to rabbits due to the difficulty of fighting back against a flying creature.

Vampire bats are small and timid; they find a mammal asleep and gently settle on it, slicing surface blood vessels with their razor-sharp teeth and lapping up blood without awakening their prey. One vampire bat will do 2 points of damage every 10 minutes, and will leave, sated, after 30 minutes (6 points of damage). Vampire bats act alone or in small groups.

Bear, Black

ST: 100+	Move/Dodge: 7/7	Size: 1
DX: 9-11	PD/DR: 2/2	Weight: 200-400 lbs.
IQ: 8-10	Damage: 9d cut	Habitats: F,M
HT: 10-13/100+	Reach: C, 1	L/T: CAR/urs/E

Bear, Grizzly

ST: 125+	Move/Dodge: 8/7	Size: 1
DX: 9-12	PD/DR: 2/2	Weight: 400-1,000 lbs.
IQ: 8-10	Damage: 11d cut	Habitats: F,M
HT: 10-13/125+	Reach: C, 1	L/T: CAR/urs/E

Bears are omnivorous, so they may be distracted from following a rabbit's scent by berries, fish, edible roots, etc. They are of uncertain temper, and may be tolerant of a rabbit brave enough to ask them a question or violently insulted by the sheer arrogance of such an action – or they may simply be hungry, and rabbit would make a *very* tasty treat right about now . . . In many trickster tales, bears have the Gullible disadvantage – but some won't!

Bears are Berserkers – 3 points of damage require an IQ roll to avoid going berserk. Grizzlies tend to be a bit more touchy than black bears. All bears are strictly loners except a mother with cubs.

Damage is for striking with paw. Biting would be impaling damage, if makes any difference at that level . . .

Beaver

ST: 20-25	Move/Dodge: 6/6	Size: <1 to 1
DX: 9-12	PD/DR: 1/1	Weight: 20-60 lbs.
IQ: 9-12	Damage: 2d cut	Habitats: FW,F
HT: 10-13/20-25	Reach: C	L/T: ROD/cas/N

Beavers have Engineer skill at IQ+2, at least. They are very hard-working, and tend to translate any problems into engineering terms. Beavers are always using phrases like "stress load factors," "torsional force," "non-uniform force applied perpendicularly causing shearing," and "optimal transportation strategies." They are quite proud of their structures – dams and lodges – and are not above a bit of flattery.

Beavers are strict vegetarians.

Bird: Ground

ST: 9-13	Move/Dodge: 6-12/6	Size: <1
DX: 8-11	PD/DR: 0/0	Weight: 3-10 lbs.
IQ: 8-11	Damage: 1d-1 cut	Habitats: Any
HT: 10-13	Reach: C	L/T: AVI/gal/N

Quail, pheasant, grouse, partridge and the like are called "game birds," by humans, but not by rabbits, who call them

either "big birds" or "ground birds." These birds have little to do with rabbits, and probably consider bunnies to be obnoxious practical jokers. Game birds take life a bit too seriously, most rabbits think, but then bunnies have burrows to retreat into, and don't have to nest on the ground where any wandering fox or weasel can find their eggs . . . pheasants and the others may be willing allies against such enemies.

The upper ranges of these attributes can also be used for chickens, while the lower can be used for pigeons and doves.

Bird: Passerine, Large

ST: 7-12	Move/Dodge: 8-20/6-10	Size: <1
DX: 9-13	PD/DR: 0/0	Weight: 1-5 lbs.
IQ: 9-12	Damage: 1d-2 imp	Habitats: Any
HT: 10-13/6-10	Reach: C	L/T: AVI/pas/N or S

Bird: Passerine, Small

ST: 2-6	Move/Dodge: 10-20/6-10	Size: <1
DX: 9-13	PD/DR: 0/0	Weight: <1 to 1 lb.
IQ: 9-12	Damage: 1d-4 imp	Habitats: Any
HT: 10-13/2-6	Reach: C	L/T: AVI/pas/N

Passerines are the most common type of birds – even city dwellers see them everyday. Larger ones include such shady characters as magpies and jays, as well as the more neutral orioles, cardinals, blackbirds, mockingbirds, woodpeckers, starlings and robins. Some small passerines are sparrows, swifts, swallows, wrens, larks, finches, chickadees, hummingbirds, and on and on.

Neutral passerines *may* be inclined to help rabbits, but they are awfully busy. They also tend to be very territorial – it's risky asking a bird to fly over to the farm to see what's going on, because he has to pass through three different bullies' territories and might get into fights, not to mention the danger from hawks . . .

Passerines, in many stories, serve as gossips, tale bearers and spies. They go everywhere, hear everything, and some of them delight in tattling. This can work to the PCs' advantage or against it – a wren may tell the bunnies that a party of mongooses has been active in the pass the rabbits have to travel that day. Or he may tell the farm dog (whom he considers a friend because he chases the cat) that the rabbits are planning a raid that night.

Nonetheless, they can be valuable allies, and if the rabbits can figure out how to do one of these birds a favor, it should pay in the long run.

Bird: Water Fowl

ST: 9-15	Move/Dodge: 7-14/7	Size: <1
DX: 9-12	PD/DR: 0/0	Weight: 3-15 lbs.
IQ: 8-12	Damage: 1d-1 cr#	Habitats: FW,H
HT: 9-13	Reach: C	L/T: AVI/ana/N

Ducks, geese, herons, gulls, loons, and other water birds fall into this class. Gulls may actually be shady characters – they certainly have powerful beaks and eat flesh – fortunately for rabbits, it's mostly the flesh of fish.

Ducks are a bit silly by rabbit tastes, and geese are downright ornery – as well as being superb alarm-givers on a farm. Dealing with these birds is likely to be trying for rabbits, but may be worth the effort.

Gulls do impaling damage, up to 2d. Ducks and geese do crushing damage.

Bobcat and Lynx

ST: 25-35	Move/Dodge: 10/8	Size: <1
DX: 11-14	PD/DR: 1/1	Weight: 20-45 lbs.
IQ: 9-12	Damage: 4d cut	Habitats: F,M,S
HT: 10-12/22-30	Reach: C	L/T: CAR/fel/E

Great stalkers, bobcats and lynxes have Stealth at 18. They are very arboreal, and may ambush from above. Lynxes live further north than bobcats, and are slightly larger. Both are solitary hunters, whose personalities range from savage to civilized.

Cat, House or Barn

ST: 12-18	Move/Dodge: 10/8	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 5-15 lbs.
IQ: 9-12	Damage: 2d cut	Habitats: H
HT: 10-15	Reach: C	L/T: CAR/fel/E

These are nasty creatures – very sneaky. Cats are very vain, though: if they can be made to look foolish, they saunter off in the other direction as if they never had any interest in a stupid rabbit, anyway.

Only a big cat will take on a rabbit that is aware of it, but almost any cat will attack one if it can surprise the bunny. They leap onto the back, grappling with claws and teeth, where the rabbit cannot strike back.

Cats move *very* quietly – Stealth at 18! They are also very patient, and may stalk a rabbit for half an hour before deciding the moment is right. They usually hunt solo.

Chipmunk

ST: 5-7	Move/Dodge: 10/8	Size: <1
DX: 11-15	PD/DR: 0/0	Weight: <1 lb.
IQ: 9-12	Damage: 1d-4 cr	Habitats: F,M
HT: 11-14/4-7	Reach: C	L/T: ROD/sci/N

Chipmunks are good burrowers and climbers, and love nuts, seeds, berries and truffles. They have a tendency towards playfulness, and can be either brave or cowardly. They are also very secretive, and have hidden entrances to burrows all over the place.

Cottonmouth

ST: 13-20	Move/Dodge: 4/7	Size: 2
DX: 11-14	PD/DR: 1/1	Weight: 5-15 lbs.
IQ: 7-9	Damage: 3d#	Habitats: FW
HT: 10-12/15-20	Reach: C	L/T: COL/rep/E



These snakes rarely leave the water, but will pursue swimming rabbits. They bite for poison damage, which is effective in 1 minute if a HT-4 roll is failed. On a successful HT-4 roll, the victim only takes 1d damage. Only when the prey stops struggling do they swallow it whole. Movement is for water – halve it for land. They are lone hunters, bad-tempered.

Cougar

ST: 70-100	Move/Dodge: 10/7	Size: 2
DX: 11-14	PD/DR: 1/1	Weight: 80-250 lbs.
IQ: 9-12	Damage: 8d imp	Habitats: M,P,F,S
HT: 10-12/50-80	Reach: C, 1	L/T: CAR/fel/E

Fairly rare, they prefer larger prey but will happily make a snack of a rabbit or two. They hunt alone. They stalk as house cats, but do a little more damage when they pounce . . . Cougars are very dignified – except in mating season, of course!

Cow

ST: 300	Move/Dodge: 8/4	Size: 3
DX: 7-10	PD/DR: 1/1	Weight: ½ to 1 ton
IQ: 8-10	Damage: #	Habitats: H
HT: 11-13/70-90	Reach: C	L/T: UNG/bov/N

Cows are placid creatures – except the bulls! They spend most of their day eating or chewing their cuds. They very well might be bored, and enjoy rabbit tales of the wide world. There is usually enough grass that they don't begrudge a party of rabbits a meal. Cows may be interested in gossip, but their limited range of travel means they don't know too much of it to pass on.

Cows would do trampling damage on creatures the size of rabbits (6d cr), but would charge large predators with their horns (3d imp).

Coyote

ST: 25-30	Move/Dodge: 9/7	Size: 1
DX: 10-13	PD/DR: 0/0	Weight: 25-45 lbs.
IQ: 10-13	Damage: 3d imp	Habitats: Any
HT: 10-12/18-25	Reach: C	L/T: CAR/can/E

Coyotes hunt singly, in pairs, or in packs. Long distance runners, coyotes can even run down hares given enough time. They are the smartest of the canines at figuring out rabbit escape tricks, and are often the heroes of trickster tales themselves.

Coyotes den in burrows. They'll often confiscate a smaller animal's home as their own – which would make a good plot!

Crow

ST: 10-15	Move/Dodge: 14/7	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: 1-5 lbs.
IQ: 10-13	Damage: 1d-1	Habitats: Any
HT: 11-15	Reach: C	L/T: AVI/pas/S

Garrulous, gregarious gossips – crows are very sarcastic and have an earthy sense of humor that usually involves pain. They know a lot, though – they go everywhere, and even hang around human dwellings quite a bit. They relish rabbit meat, but will never admit it – or attack a healthy adult.

Dog, Small

ST: 10-20	Move/Dodge: 5-10/6-7	Size: <1 to 1
DX: 9-13	PD/DR: 0-2/0-2	Weight: 1-20 lbs.
IQ: 9-12	Damage: 1d to 2d imp	Habitats: H
HT: 10-13	Reach: C	L/T: CAR/can/E

Dog, Medium

ST: 20-40	Move/Dodge: 5-12/6-7	Size: 1
DX: 9-13	PD/DR: 0-2/0-2	Weight: 21-65 lbs.
IQ: 9-12	Damage: 3d-1 imp	Habitats: H
HT: 10-12/15-25	Reach: C	L/T: CAR/can/E

Dog, Large

ST: 40-60	Move/Dodge: 7-14/6-7	Size: 1
DX: 9-13	PD/DR: 0-2/0-2	Weight: 66-200 lbs.
IQ: 9-12	Damage: 4d-1 imp	Habitats: H
HT: 10-12/25-50	Reach: C	L/T: CAR/can/E

Rabbits generally consider dogs to be highly offensive creatures: big, fanged, drooly, smelly, dumb, persistent, and disgustingly obsequious to humans. Some bold rabbits make a sport out of teasing dogs, and there are often wagers about who can come the closest to a certain dog before it notices. But most rabbits would rather never see a dog.

Most dogs track by scent, and have a chance (IQ-2) to pick up the trail again even after a rabbit has shaken them with a trick.

Country dogs and city dogs react very differently to rabbits. Country dogs love to chase them, but once they've been thrown off the trail, they usually realize that a rabbit has outsmarted them, and will seek other prey. Not so city dogs, who don't know any better. Treat these creatures as *dumb* and *persistent* – the rabbit PCs should have a great time baiting and teasing a city dog nearly to insanity. Much comic relief in the game can be supplied by a GM playing a city dog to the hilt. City dogs are only dangerous if they can catch a rabbit by surprise. Sometimes a city-bred dog turns out to be a greyhound, though . . . Surprise!

Suburban dogs are more likely to be like city dogs, but not always. Some suburban dogs would actually just want to *play* with a rabbit, and really wouldn't harm it! A wild bunny would never guess this, though – a dog's play would probably look like an attack to a rabbit. Still, there are many stories where a well-fed dog is actually a friend to wild animals that it would otherwise hunt – see the *Bibliography*.

Most homesteads in the country have a dog, usually a large one, and sometimes more than one. These aren't as dumb as city dogs, but are often tied up. They tend to bark their fool heads off a moment's notice, though, so they had best be avoided.

Some specific breeds (other attributes as for their size – use weight as a guide):

Basset Hounds: Move/Dodge: 5/6; Weight: 24-44 lbs. Sense of Smell at 16; slow but *very* persistent hunters – they don't give up!

Bloodhounds: Move/Dodge: 9/6; Weight: 80-110 lbs. Sense of Smell at 18+.

Bulldogs: Move/Dodge: 8/6; Weight: 40-50 lbs. They have High Pain Threshold and don't let go once they bite . . .

Collies: Move/Dodge: 11/6; Weight: 50-75 lbs. This will be the typical farm dog if the GM has an British setting in mind. The average American farm dog might be this size or a bit larger.

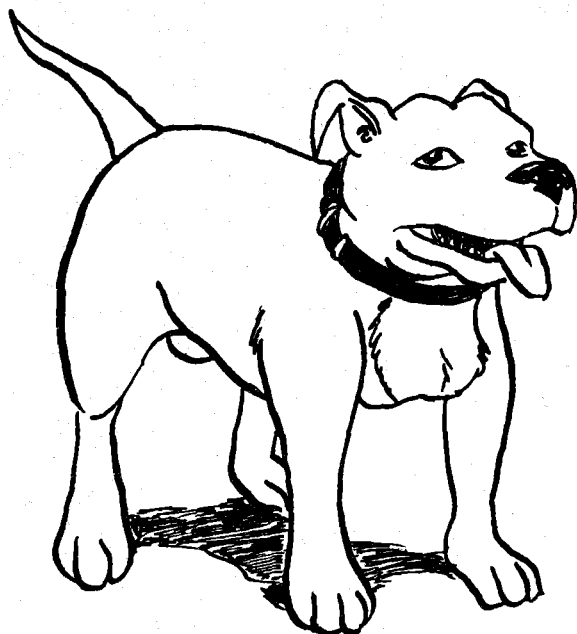
Dachshunds: Move/Dodge: 5/6; Weight: 16-22 lbs. They are able to go into rabbit burrows.

Foxhounds: Move/Dodge: 12/6; Weight: 60-70 lbs. Versatile hunters – they use sight and smell to follow prey. They may accidentally prove to be a rabbit's best friend, as they are often used to hunt foxes, of course!

German Shepherds: Move/Dodge: 10/6; Weight: 60-85 lbs. Common guard dogs in towns and cities.

Greyhounds: Move/Dodge: 19/7; Weight: 60-70 lbs. Hunt by sight, not smell.

Irish Terriers: Move/Dodge: 8/6; Weight: 22-26 lbs. Very



brave dogs, good fighters – they will even go into a badger set after a badger! Bred to keep a farm clear of “varmints.”

Mastiffs: Move/Dodge: 10/6; Weight: 165-185 lbs. Brave, able fighters, often used as guard dogs. Their bite is worse than their bark...

Pit Bulls: Move/Dodge: 10/7; Weight: 45-50 lbs. Pit bulls are not necessarily vicious, but they won't back down from any fight. They are intensely loyal to their masters and not open to bribes...

Eagle

ST: 25-35	Move/Dodge: 18/9	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 4-16 lbs.
IQ: 8-12	Damage: 4d imp#	Habitats: M,F
HT: 10-12/30-40	Reach: C	L/T: AVI/acc/E

Eagles patrol open terrain, usually near the mountains, from very high up – a rabbit will never notice one casually, only with an active scan of the skies. Eagles will not pursue a rabbit into woods or thick brush, but may try to get them out of a small bush. Eagles live in pairs but usually hunt alone.

Damage is doubled when *stooping* – see sidebar, p. 60.

Falcon and Harrier

ST: 12-19	Move/Dodge: 20/10#	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: <1 to 4 lbs.
IQ: 8-12	Damage: 1d imp#	Habitats: Any
HT: 10-14	Reach: C	L/T: AVI/acc/S

Too small to take a healthy adult rabbit, these birds will only attack if a bunny looks wounded or exhausted. A falcon or harrier can't carry a fully grown rabbit – it'll tear the flesh and eat it where it killed it until chased off by a fox or other predator. Falcons stoop at amazing speeds – Move 80+ when diving! – from high overhead. (Triple damage but -2 to hit when stooping – see sidebar, p. 60.) Harriers fly patterns close to the ground, wheeling and dropping upon prey by surprise. They often cruise near the edges of forests, and the plants may hide their flight from view since they fly so low – good chance of surprise. Neither of these birds will follow rabbits into brush or forests. Both falcons and harriers hunt alone.

Ferret

ST: 20-25	Move/Dodge: 9/8	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 1-4 lbs.
IQ: 9-12	Damage: 2d+1 cut	Habitats: F,P
HT: 10-12/16-22	Reach: C	L/T: CAR/mus/E

Members of the weasel family, ferrets are greatly feared by rabbits. They are longer than rabbits, but more slender with short legs – their movement reminds one of a snake. They are small enough to fit down any rabbit burrow, but are powerful killers.

Ferrets are often trained by humans to flush rabbits out of a burrow – a rabbit escaping a ferret out of the burrow is often netted or shot at by a human. They have the same movement capabilities underground as weasels, and are solitary animals.

Fisher

ST: 30-40	Move/Dodge: 9/7	Size: <1
DX: 11-13	PD/DR: 0/0	Weight: 15-20 lbs.
IQ: 9-11	Damage: 4d-1 imp	Habitats: F,S
HT: 10-12	Reach: C	L/T: CAR/mus/E

Large weasel-like animals, fishers are very fond of rabbit meat. They may drop from a tree, as they are semi-arboreal (squirrels are a large part of their diet). Fishers, also called fisher cats, don't often leave the woods, however. They are excellent swimmers, and frequent woody marshes. They are strictly solitary hunters.

Fox

ST: 25-30	Move/Dodge: 10/7	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: 15-20 lbs.
IQ: 9-12	Damage: 3d imp	Habitats: F,P
HT: 10-12/20-25	Reach: C	L/T: CAR/can/E

A fox is the archetypal rabbit enemy. A fox's favorite food is either rabbit or chicken – it can't decide which. Sly enough to outwit dogs, it doesn't fall for rabbit tricks as often as most predators. It won't go underground after a rabbit, though – it knows the rabbit will be gone long before the fox can dig very far. Foxes often hunt in pairs.

Hare

ST: 13-17	Move/Dodge: 12-24/7-10	Size: <1
DX: 9-13	PD/DR: 0/0	Weight: 4-15 lbs.
IQ: 9-13	Damage: 1d+1 cut	Habitats: Any
HT: 10-13/13-17	Reach: C, 1	L/T: LAG/lap/N

These large cousins of rabbits are very similar in their habits – see sidebar, p. 16. Hares are not as gregarious as rabbits, and a much higher percent of them are mavericks. Not having burrows, they all sleep separately, but do congregate during the day while feeding. They'll probably help a rabbit in need if it's no risk to themselves. They may sell information for truffles or garden goodies.

Hawk, Red-tailed

ST: 30-40	Move/Dodge: 24/10	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 4-10 lbs.
IQ: 8-11	Damage: 4d imp#	Habitats: Any
HT: 10-12/24-30	Reach: C	L/T: AVI/acc/E

Hawk, Rough-legged

ST: 20-30	Move/Dodge: 24/10	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 3-8 lbs.
IQ: 8-11	Damage: 2d+2 imp#	Habitats: Any
HT: 10-12/15-20	Reach: C	L/T: AVI/acc/E

Hawks are very dangerous foes of rabbits: they share the same habitat and strike swiftly from above. They do massive damage when stooping – see sidebar, p. 60. They will follow a rabbit into open forest, but not into brush. They are large enough to carry off a fully grown rabbit, and strike with speed. They hunt alone. Damage is from talons – they do 1d less with their beaks.

Horse

ST: 160-300	Move/Dodge: 15/7	Size: 3
DX: 8-10	PD/DR: 0/0	Weight: 900-2,500 lbs.
IQ: 9-12	Damage: #	Habitats: H
HT: 11-14/60-80	Reach: C, 1	L/T: UNG/equ/N

Horses are usually too busy eating to have much time for anything else. They don't pay too much attention to rabbits, neither resenting them nor being particularly interested in their activities. Curious individuals might enjoy conversation with rabbits, but most horses consider eating to be a much higher priority.

Horses will do trampling damage (6d crushing) to rabbit-sized animals, and kicking damage (5d crushing) to larger animals.

Human

ST: 50-80	Move/Dodge: 4-7/4-7	Size: 1
DX: 7-11	PD/DR: 0/0	Weight: 50-250 lbs.
IQ: 30+	Damage: 4d cr#	Habitats: H, Any
HT: 8-12/50-80	Reach: C, 1	L/T: Special

Humans, including their guns, traps, etc., are covered in detail on pp. 77-79.

Damage above is for *kicking* – the most common type an unarmed human is likely to do to a rabbit. Remember the DX-2 roll needed to stay up on a failed kick . . . to connect with that much damage, a human has to kick really hard. Humans also throw rocks for 2d crushing damage.

Jackalope

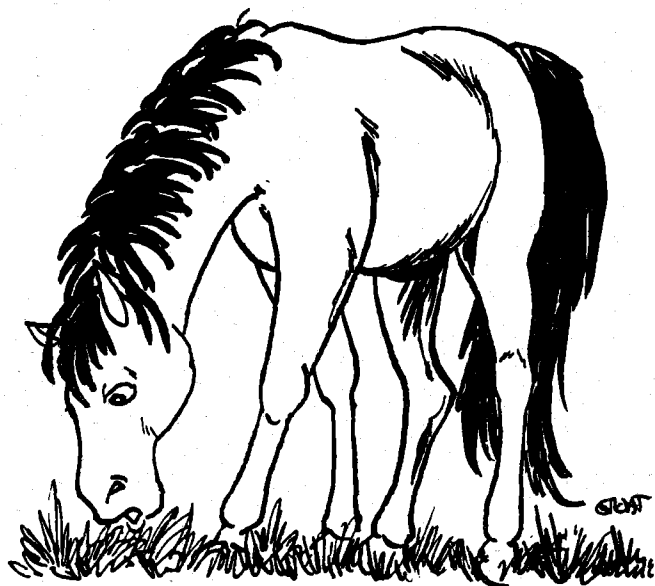
ST: 13-18	Move/Dodge: 15/8	Size: <1
DX: 13-16	PD/DR: 1/1	Weight: 6-16 lbs.
IQ: 10-13	Damage: 2d+2 imp	Habitats: P
HT: 13-16	Reach: C	L/T: LAG/lap/N

A jackalope is a hare – or rabbit – with antelope antlers. The GM may or may not really introduce jackalopes into the game, but they might be characters in rabbit stories. They charge foes with the abandon of male elephants in rut, doing impaling damage with their antlers. They can also dish out kicking and biting damage as for a rabbit for their size.

The jackalope is always the good guy in rabbit stories: the mythic rescuer who comes out of the West to run the fox through just as it is about to devour the fair doe. It then smiles at the doe, and lopes back off into the sunset.

Mongoose

ST: 12-16	Move/Dodge: 8/8	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 4-6 lbs.
IQ: 9-13	Damage: 1d cut	Habitats: F,P,M,S
HT: 10-13	Reach: C	L/T: CAR/mus/E



Mongoose, though lumped with mustelids as far as languages, hunt differently. In this game, they hunt in packs of 3 to 10, and try to outwit their prey and ambush them. A common tactic is to place some appetizing bait, such as a truffle, on a path near some cover. The mongooses hide on either side, and jump the unsuspecting rabbit when he dashes over with great delight to seize the truffle. They usually have the Traps skill at 15+.

Mongooses are always plotting and scheming – sometimes their plots are too complex for their own good, though. The GM can run mongooses as truly clever opponents who sometimes fail, or as bumbling schemers who sometimes succeed. Try to keep the players guessing which they are!

If an initial ambush fails, mongooses will not pursue the prey unless it is badly wounded.

Mouse and Vole

ST: 2-4	Move/Dodge: 7/6	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: <1 lb.
IQ: 8-12	Damage: 1d-5 cr	Habitats: Any
HT: 11-14/2-4	Reach: C	L/T: ROD/mur/N

Mice are everywhere. The likeliest mouse the rabbits will meet is a harvest mouse, though if they go to farms they'll find house mice, too. Mice are hunted by even more predators than rabbits are, and have their own worries. Still, they are not in direct competition for too many types of food, so they may be friendly. Certainly they don't want to *offend* a rabbit – they have enough enemies as it is!

Mice tend to be very timid, but there certainly are bold ones, just as there are bold rabbits.

Voies are slightly larger than mice, but have similar personalities. A vole is smaller than a rat, and would resent being mistaken for one. The Water Rat from *The Wind in the Willows* is actually a water vole, and is a good reference for playing a vole.

Muskrat

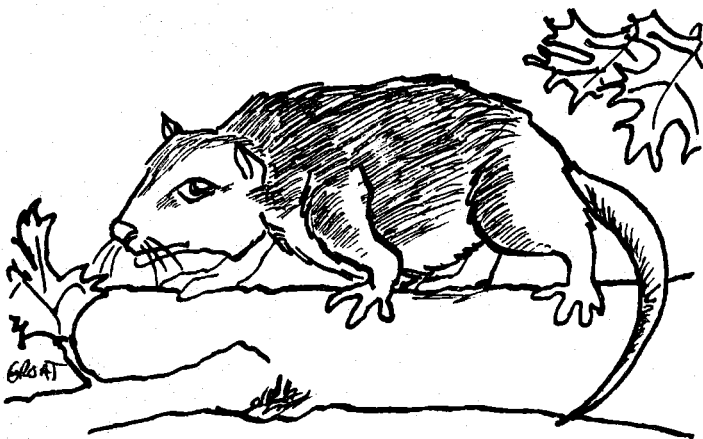
ST: 9-13	Move/Dodge: 8/7	Size: <1
DX: 9-13	PD/DR: 0/0	Weight: 2-5 lbs.
IQ: 9-13	Damage: 1d-2 cr	Habitats: FW,F
HT: 10-14	Reach: C, 1	L/T: ROD/cas/N

These large rodents are clumsy on the land but very graceful in the water. They have a strong unpleasant odor, but are hunted by many predators, anyway. Minks especially love muskrats, and will abandon chasing a rabbit to go after one of these creatures.

Opossum

ST: 16-24	Move/Dodge: 6/6	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: 4-12 lbs.
IQ: 8-11	Damage: 2d-1 cut	Habitats: Any
HT: 10-12/15-20	Reach: C, 1	L/T: INS/did/S

Possums, as they are usually called, are marsupials: females have a pouch to carry their babies. They are omnivorous scavengers, and have sharp teeth. Too slow to catch a healthy rabbit, they would probably put a wounded one out of his misery, though – and eat it as a reward for this good deed. Possums have adapted well to humans, and will often be found in suburbs raiding garbage cans. They play dead when caught, fleeing the second the predator relaxes its grip or turns away.



Owl, Burrowing

ST: 10-15	Move/Dodge: 9/7	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: 1-4 lbs.
IQ: 9-13	Damage: 1d imp	Habitats: F,P
HT: 10-13	Reach: C	L/T: AVI/acc/E

Owl, Great Horned

ST: 25-35	Move/Dodge: 14/7	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 6-10 lbs.
IQ: 10-15	Damage: 3d-1 imp	Habitats: F,P
HT: 10-12/20-30	Reach: C	L/T: AVI/acc/E

Great horned owls hunt only at night, and have Stealth 18. They are active in forests and over open land, but will not go into brush after a rabbit. They are solitary hunters.

Great horned owls are the dragons of *B&B*. A great horned owl is a very wise, very dangerous creature who *might* supply an answer to a riddle if he's well-fed, or amused by the boldness of a rabbit asking anything of an owl. On the other hand, it may simply eat such a bunny . . .

Burrowing owls are more active in the evenings and mornings, but can be active anytime of day or night! They will follow a rabbit into a burrow, but will be stopped by a plug. Burrowing owls are actually plains animals – they don't live anywhere near forests. They make their nests underground in abandoned fox, prairie dog, or rabbit burrows. They hunt alone or in pairs. They are less wise than great horned owls.

Pig

ST: 50-100	Move/Dodge: 7/5	Size: 1 or 2
DX: 8-12	PD/DR: 0/0	Weight: 100-450 lbs.
IQ: 10-14	Damage: 2d+2 cr	Habitats: H
HT: 10-12/40-80	Reach: C	L/T: UNG/sui/N

Pigs are very smart animals, almost as smart as rabbits. They are the only animals who love truffles even more than rabbits do – wave a truffle at a pig and you've got a deal! Unfortunately, there's not a lot they can do – they are usually penned up on most farms . . .

Damage is for trampling rabbit-sized creatures – pigs aren't very good fighters against large animals.

Pika

ST: 4-6	Move/Dodge: 8/7	Size: <1
DX: 9-13	PD/DR: 0/0	Weight: <1 lb.
IQ: 9-13	Damage: 1d-4 cr	Habitats: M
HT: 10-14/5-8	Reach: C	L/T: LAG/pik/N

These cousins of rabbits live only in the high mountains. They are farmers by nature, the only mammals that really are! Pikas harvest grasses and other plants and make hay out of them, turning them in the sun so they are thoroughly dry and scurrying like mad to get them under cover when it starts to rain. They are very vocal animals, calling to each other across the boulder-studded landscape.

Pikas don't burrow, but live in natural "burrows" – the tunnels and passages made by tumbled rock. A pika can travel for miles without having to surface, and sometimes the jumbled rocks are over 100 feet deep!

Each pika has a territory, and male and female territories tend to border each other in a checkerboard pattern. They will probably help out their cousins should a rabbit stray up into such high altitudes.

Pike

ST: 30-60	Move/Dodge: 15/8	Size: 1
DX: 13-14	PD/DR: 0/0	Weight: up to 50 lbs.
IQ: 6-8	Damage: 5d cut	Habitats: FW
HT: 11-14/20-40	Reach: C	L/T: COL/pis/E

These large fish are deadly in the water, but obviously never leave it. Pike are ambushers, lying motionless until something comes within their range of vision. They then dart exceedingly quickly after prey – a lightning-like lunge that can startle anyone who sees it. They won't hesitate to attack a swimming rabbit, taking large bites out like a small shark.

Although small pike exist, of course, the ST range given here is for those big enough to attack a rabbit. For even deadlier fish, the GM can introduce muskellunge which grow to eight feet long and over 100 lbs., doing twice the damage of a pike!

Raccoon

ST: 18-23	Move/Dodge: 6/7	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: 10-35 lbs.
IQ: 10-14	Damage: 1d+2 cut	Habitats: Any
HT: 10-13/20-25	Reach: C, 1	L/T: CAR/urs/S

Intelligent and omnivorous, raccoons are hunters, gatherers and scavengers all in one animal. While they mostly prey on frogs, mice and insects, they'd happily dine on a lone wounded rabbit. Raccoons are not afraid to go exploring human garbage cans, and may be encountered near farms and even towns.

They can be played as bandits – they look the part – or as more friendly animals.

Rat

ST: 4-6	Move/Dodge: 6/6	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: <1 lb.
IQ: 10-14	Damage: 1d-3 cr	Habitats: Any
HT: 10-14/5-8	Reach: C	L/T: ROD/mur/S

These are sly, nasty creatures – though good-hearted rats are a distinct possibility. Rats in this game are *usually* bad guys, often with Acting skill at 15+. They can count to 100 and many colonies will have a rat or two with Engineer skill at 15+. They work well in teams, but are not given to attacking healthy fully-grown rabbits, even in ambush – unless they can get *complete* surprise, that is . . .

On the other hand, they also hate the farm cat and dog, and it may please them to help the rabbits foil them. Any alliance must be considered temporary, though – rats are for the rats, first and always.

Rattlesnake

ST: 20-35	Move/Dodge: 4/6	Size: 2
DX: 11-13	PD/DR: 0/0	Weight: 5-15 lbs.
IQ: 7-9	Damage: 5d#	Habitats: P,F,M
HT: 10-13/20-30	Reach: C, 1	L/T: COL/rep/E

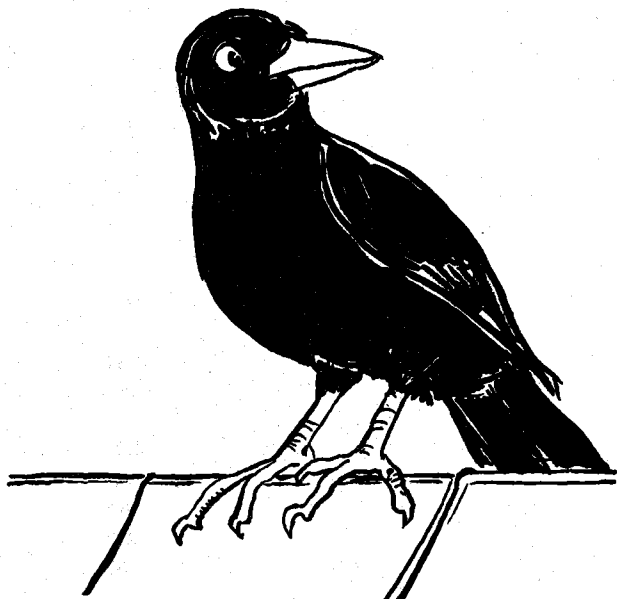
These large, solitary reptiles are much dreaded by rabbits. Although they don't dig, they can easily fit into rabbit burrows, and are very quiet (Stealth-16). Plugs will stop a rattler, though. They are more active when the weather is warm.

Damage is poison damage, which works exactly as Cottonmouth poison, except it's 5d damage if the HT-4 roll is failed, and 2d damage if it is made. See p. 87.

Raven

ST: 14-20	Move/Dodge: 14/6	Size: <1
DX: 9-13	PD/DR: 0/0	Weight: 5-12 lbs.
IQ: 9-13	Damage: 1d+1 imp	Habitats: Any
HT: 10-13/14-25	Reach: C	L/T: AVI/pas/S

Ravens are barely shady characters. They know that a rabbit could hurt them a bit before dying, and that *usually* keeps them at bay. Best to show a strong front when dealing with a raven!



They are very wise birds, and know a lot of gossip about the animal community and human activities. Getting them to part with it without losing one's life is quite a challenge, though . . .

Ravens live in small communities, but prefer to go off alone to look for food.

Scorpion

ST: 1-2	Move/Dodge: 4/6	Size: <1
DX: 11-14	PD/DR: 2/2	Weight: <1 lb.
IQ: 5-6	Damage: 2d#	Habitats: P
HT: 10-14/2	Reach: C	L/T: ART/ara/E

While scorpions do not seek rabbits as prey, they are quick to take offense if stepped on or brushed against. Their motto is "Strike first. Get the apology later." A scorpion will not pursue a rabbit.

Scorpion poison has nasty effects in rabbits – a stung rabbit must make a HT-6 roll immediately. If failed, take the listed damage, and you are at -4 DX. This lasts at least until after the next sleep period – make a HT roll upon waking – if you succeed, you are back to normal DX, otherwise, you are -4 DX the entire day. Repeat once per day until the HT roll is made.

Skunk

ST: 18-25	Move/Dodge: 3/5	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: 1-6 lbs.
IQ: 9-12	Damage: *	Habitats: Any
HT: 10-13/20-25	Reach: C, Ranged: 1-4	L/T: CAR/mus/S

Skunks are well known for their main defensive weapon – only a city dog or young pup doesn't know what they are capable of. They are omnivores and scavengers, and are good diggers. A skunk will often dig up a nest of rabbit kittens, and is never to be trusted too much. Their spray is never used offensively, though – it is strictly defense. They travel alone.

Anyone sprayed by a skunk loses his ability to sneak up on any animal – even a human can smell such a character at 10 yards or more. The skunk doesn't need to make a DX roll to hit, but if a DX-5 roll is made, it hit the eyes – victim is blinded for five minutes. Any predator sprayed by a skunk retreats in rapid confusion, and will stink for at least two weeks.

They bite for 2d-1 cutting.

Spider, Black Widow

ST: 1	Move/Dodge: 2/6	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: <1 oz.
IQ: 5-6	Damage: 2d#	Habitats: H,F,S,P
HT: 10-12/1	Reach: C	L/T: ART/ara/E

Spider, Tarantula

ST: 2	Move/Dodge: 4/6	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: <1 oz.
IQ: 5-6	Damage: 1d-1 cr	Habitats: P,M
HT: 10-12/2	Reach: C	L/T: ART/ara/E

Spider, Water

ST: 1	Move/Dodge: 3/6	Size: <1
DX: 10-13	PD/DR: 0/0	Weight: <1 oz.
IQ: 5-6	Damage: 1d#	Habitats: FW
HT: 10-12/1	Reach: C	L/T: ART/ara/E

These animals are listed as enemies simply because they will attack if bumped into. They do not seek out rabbits! They do assume that any animal coming too close wants to eat them,

though, so they decide to get a bite in while they can. Only the water spider will pursue a rabbit, and it will do so only as long as the rabbit is in the water, biting repeatedly.

The tarantula does not have strong enough venom to be called poisonous. The black widow has a poison identical in action to a scorpion's – see p. 91. The water spider has a very weak poison – if a HT roll is failed, take the listed damage. On a successful HT roll, take only 1 point of damage.

Squirrel

ST: 6-8	Move/Dodge: 10/8	Size: <1
DX: 11-15	PD/DR: 0/0	Weight: <1 to 2 lbs.
IQ: 9-12	Damage: 1d-3 cr	Habitats: H,F,S,M
HT: 11-14/6-9	Reach: C	L/T: ROD/sci/N

Squirrels are nature's acrobats. They also tend to have the Absent-Mindedness disadvantage, though – they can never seem to remember where they buried those nuts last fall. Rabbits tend to think of them as flighty, but a squirrel can be a valuable ally. They love truffles as much as rabbits do, hate predators as much as rabbits do, and are expert at getting onto roofs or other high places that rabbits find difficult to reach. Squirrels have Climbing and Acrobatics at very high levels – usually 20+!

Turtle, Snapping

ST: 15-50	Move/Dodge: 7/5	Size: <1
DX: 10-14	PD/DR: 4/6	Weight: 2-75 lbs.
IQ: 7-9	Damage: 1d to 5d cut	Habitats: FW
HT: 11-13/20-70	Reach: C, Ranged: 1	L/T: COL/rep/E

A snapping turtle isn't any threat on land, but in the water it's another story. They can hold their breaths for a long time, lurking at the bottom of a shallow pond or stream. When a rabbit swims overheard, a snapper will open its mouth, expand its throat, and the suction created will pull a rabbit up to a yard away right into its mouth! Snappers then hold their prey underwater until it drowns – a contest of ST. Note that the really big ones are sure death!

The PD/DR is for the carapace – they have no PD/DR on their extremities.

Wasp

ST: 1	Move/Dodge: 14/7	Size: <1
DX: 11-14	PD/DR: 1/1	Weight: <1 oz.
IQ: 5-7	Damage: 3 hits#	Habitats: Any
HT: 10-14/1	Reach: C	L/T: ART/ins/N or E

Wasps are aggressive insects that do not take kindly to intruders. A lone wasp away from its nest will only attack if stepped on, but if the nest is disturbed in any way, a swarm of them will immediately attack – use the Swarm rules on p. B143, with the damage listed above. They will pursue for some distance – at least 50 yards! Wasps can be negotiated with, but only at some distance from the nest!

Weasel

ST: 13-18	Move/Dodge: 9/8	Size: <1
DX: 11-14	PD/DR: 0/0	Weight: <1 lb.
IQ: 9-12	Damage: 1d+1 imp	Habitats: P,F
HT: 10-14	Reach: C	L/T: CAR/mus/E

A weasel is smaller than a rabbit (but strong for its size), and will only attack if it is very hungry. Unfortunately for rabbits, weasels have extremely high metabolisms and almost no fat stor-

age, so they get very hungry soon after eating! A weasel would prefer a mouse, and can't even eat a whole rabbit or chicken, but will kill them and drink their blood to survive. Weasels hunt with a frenetic crisscrossing of their territory until they hit upon a scent. They then follow the scent relentlessly, unless a better scent appears. Weasels are strictly solitary hunters.

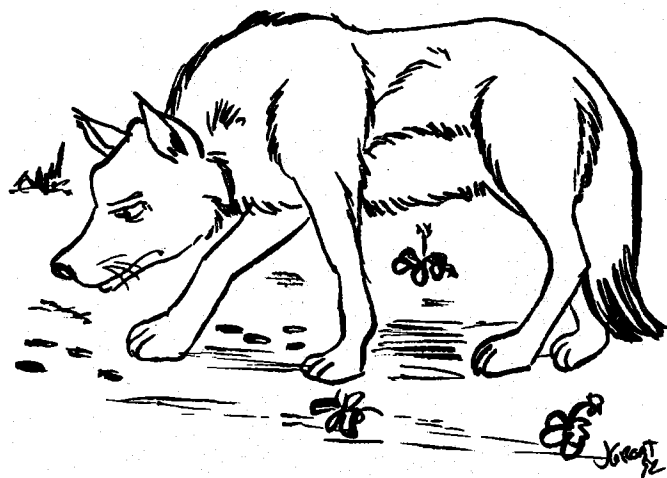
Weasels can easily go into burrows, and move through them 50% faster than rabbits can! However, plugs stop them, and there is a 50% chance they will take the wrong turn at a branch in a well-used burrow filled with rabbit scent.

Play them as high-strung, nervous, beady-eyed predators who are hungry ten minutes after eating.

Wild Dog

Wild dogs are domesticated dogs that have gone feral: those that live in the wild and do not obey humans. Use stats for *Dogs*, p. 87 – a pack will be of mixed breeds, probably mostly medium-sized, with some large and small ones for good measure.

They hunt in packs of 3-15, spreading out in an attempt to cut off any escape routes. As with all canines, they have a well-developed sense of smell. In large packs, any three dogs may try an IQ-2 roll to pick up a scent again when given the slip.



Wolf

ST: 40-55	Move/Dodge: 9/7	Size: 1
DX: 10-14	PD/DR: 1/1	Weight: 70-170 lbs.
IQ: 9-13	Damage: 4d imp	Habitats: P,F,M
HT: 10-13/40-55	Reach: C	L/T: CAR/can/E

Wolves hunt singly, in pairs, or in packs. A pack won't turn aside from larger prey for a rabbit, but a lone wolf or pair will.

Wolverine

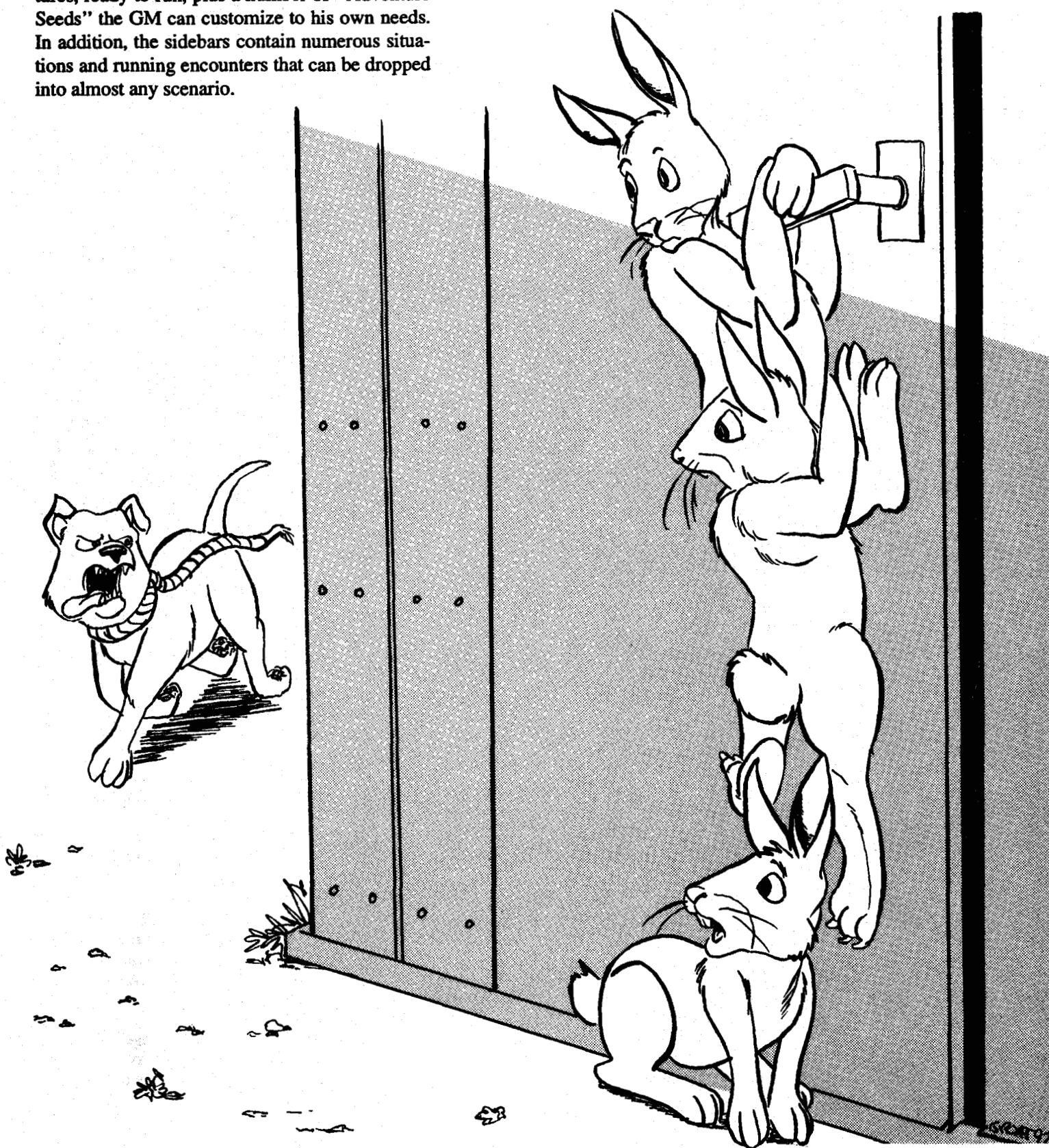
ST: 50-70	Move/Dodge: 8/6	Size: 1
DX: 11-14	PD/DR: 1/1	Weight: 30-65 lbs.
IQ: 10-14	Damage: 6d imp	Habitats: P,M,F
HT: 10-13/50-60	Reach: C, 1	L/T: CAR/mus/E

A rabbit's nightmare, a wolverine combines the worst features of a bear (strength), a dog (sense of smell), a badger (almost as good a digger) and a weasel (persistence). Best to avoid them. Fortunately, they only live in the far north – they are prone to diseases in temperate climates.

ADVENTURES

7

This chapter includes two fleshed-out adventures, ready to run, plus a number of "Adventure Seeds" the GM can customize to his own needs. In addition, the sidebars contain numerous situations and running encounters that can be dropped into almost any scenario.





The Herbmaster's Plea

This adventure can be run in one sitting as is, or can be stretched out over several gaming sessions if desired. Possible expansion points include preparing for the adventure – gathering and processing herbs, hunting truffles, etc. – and predator encounters.

Introduction

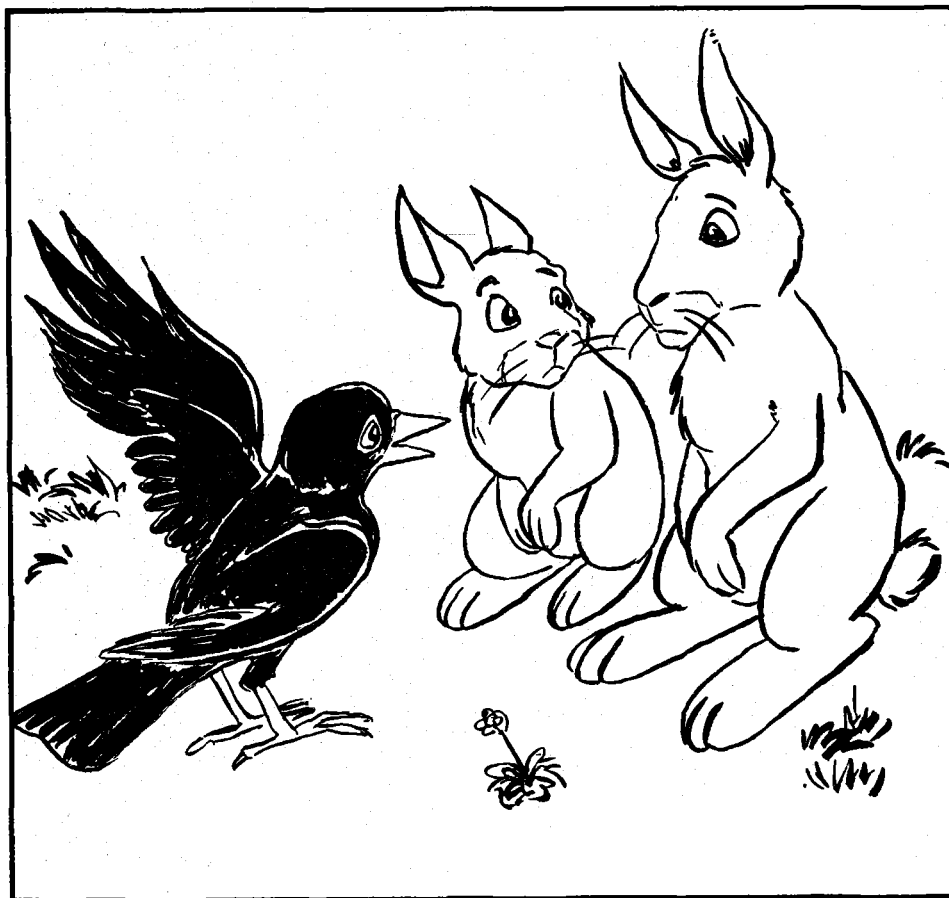
The Herbmaster's Plea is a basic rescue scenario. It works equally well as an introductory session or as a side adventure to a longer quest. If the PCs don't have an herbalist, rescuing the herbmaster can provide them with some valuable herbs for use in later crises. The herbmaster would also be willing to teach a PC herbalist a few things, should there be time after his rescue.

If this adventure is used to introduce *Bunnies & Burrows* to a group of gamers, the GM will need to establish the nature of the home warren (see the sidebar).

Summary

A wandering herbalist rabbit has been captured alive in a man-trap. Before being taken away by the farmer, he bribes a bird to hunt out some rabbits – any rabbits – and beg for rescue. The bird finds the party of PCs, of course, and gives them a brief and garbled description of the problem.

If all goes according to plan, the PCs should attempt a rescue. There are predators on the way, and a large farm to contend with at the end of the journey. Not the least of their problems is figuring out which building the rabbit might be in. Rats, cats, a dog, humans with guns – they have lots to overcome to earn their character points!



A Little Birdie Told Me . . .

The adventure begins at day-break. The PCs have probably been up most of the night feeding, and are now enjoying the return of the sun. As they sit and talk around the burrow openings, a blackbird flies up and starts chattering away at them in Passerine.

If no one speaks Passerine or Common Avian, have an NPC rabbit from the warren handy to translate. The bird will be in a hurry, and will be unhappy about having to repeat anything.

The bird's message is simple, though not all of it may get through to the rabbits. As it was eating berries in a hedge this morning, it heard a rabbit voice speaking Passerine to it. The blackbird didn't pay much attention at first – rabbits are beneath its dignity – but when the bunny said something about thimbleberries, it came closer.

It found an older rabbit in a live trap: all wire and man-made trickery that looked very complicated. The rabbit said it knew of a ripe patch of thimbleberries, and would tell the bird where it was if it promised to deliver a message.

There's nothing a blackbird loves more than thimbleberries, and they are very rare, so it agreed. The message is simple: find some rabbits – *any* rabbits – and beg them to rescue the herbalist. He expected to be taken to the farm soon, so tell the rabbits where the farm is. Tell them the herbalist would reward them generously with powerful herbs if they rescued him. Tell them . . . but at that the bird rebelled. "That's all I can remember!" he snapped. "Where are these thimbleberries?"

"Do you promise to find some rabbits and tell them that?" was the reply.

"Yes, yes! Of course! Where are the berries?" screeched the bird.

The herbalist sighed and told the bird where the berries were located (note to GM: they are deep in the woods to the northwest, but the bird will never tell the PCs that). The bird flew off instantly and left the herbalist behind. The herbmaster, whose name is Rosin, has no way of knowing if the bird will keep its promise.

After circling around for awhile, the blackbird finally spotted the PCs. It will arrive from the west, and perching on a bush, will quickly blurt out something like:

"Hey! Rabbits! Listen up, quick! Other rabbit in trap, man trap, on farm. He say he give you much herb, powerful herb, you set him free. Okay? You understand?"

At this point the bunny that speaks either Passerine or Common Avian had better ask some quick questions. If nobody talks to the bird within ten seconds, it flies off north by northwest. It has fulfilled its obligation, and now is off to the reward before some other bird gets there and eats all the berries.

If questioned, the blackbird will sputter angrily, and repeat itself. If someone asks "Where is the farm?" it will reply, "To the west."

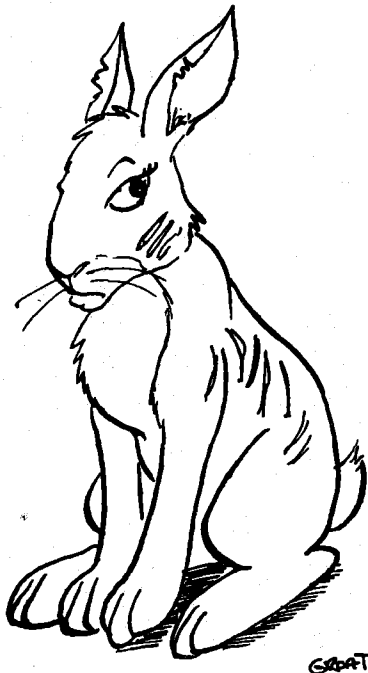
The bird won't give any details about the farm – that's not its job – nor about what the herbmaster will give them – it has no clue. Nor will it respond favorably to "What rabbit?" ("Yeek! What you mean, what rabbit? I tell you, rabbit in trap! Stupid bunnies . . ." mutter, mutter, and so on.)

Any intelligent questions will be answered briefly but accurately. After the third dumb question, however, the blackbird flies away in disgust.

Preparation and Departure

Allow the players a short time to describe how they are preparing for the journey. They can gather some clover, but nothing more energizing can be found quickly by foraging. If they have some dried mushrooms or truffles stored, of course, they can bring those. Herbs might be very handy, too. If there is no herbalist in the party, they can try to petition the king rabbit for some. He'll dole out a Snuffball or two, and maybe some Sleeping herb in case there's a dog, but won't risk much else. "He's probably dead by now, anyway," mutters the king, "But I suppose it's worth a try. Be careful! If you've time, check out the vegetable garden, eh?"

They can also get a woven bag or two from him, especially if they promise to bring him back some vegetables.



Tulip

Doe, 25 months old, 17" long, 170 R-lbs., tough-looking, unsightly scars across her face and flank, sneering expression.

ST 11, DX 13, IQ 11, HT 11.

Speed 12; Move 12; Run 13.

Dodge 8.

Damage: *Claw* 1d-2; *Bite* 1d+1; *Kick* 1d.

Advantages: Alertness +2; Luck (1/hour); Rapid Healing; Strong Will +1; Toughness 1.

Disadvantages: Appearance (Unattractive); Bad Temper; Odious Personal Habit (sneers a lot – she's unaware of it); Demophobia (Crowds); Intolerance (Rodents).

Quirks: Wants to be the best barterer around; Wishes she could find a mate; Somewhat bitter about life; Never gives anything away; Loves clover.

Skills: Acrobatics-13; Architecture-12; Area Knowledge (large area)-11; Brawling-15; Camouflage-11; Climbing-10; Fast Draw (herb)-13; Fiber Crafts-11; First Aid-11; Gesture-10; Hedgewise-10; Jumping-14; Merchant-11; Naturalist-10; Poisons-8; Running-11; Scrounging-10; Stealth-13; Survival (plains)-15; Swimming-12; Throwing-11; Tracking TL/R-12; Traps-9; Weather Sense-10; Zoology-9.

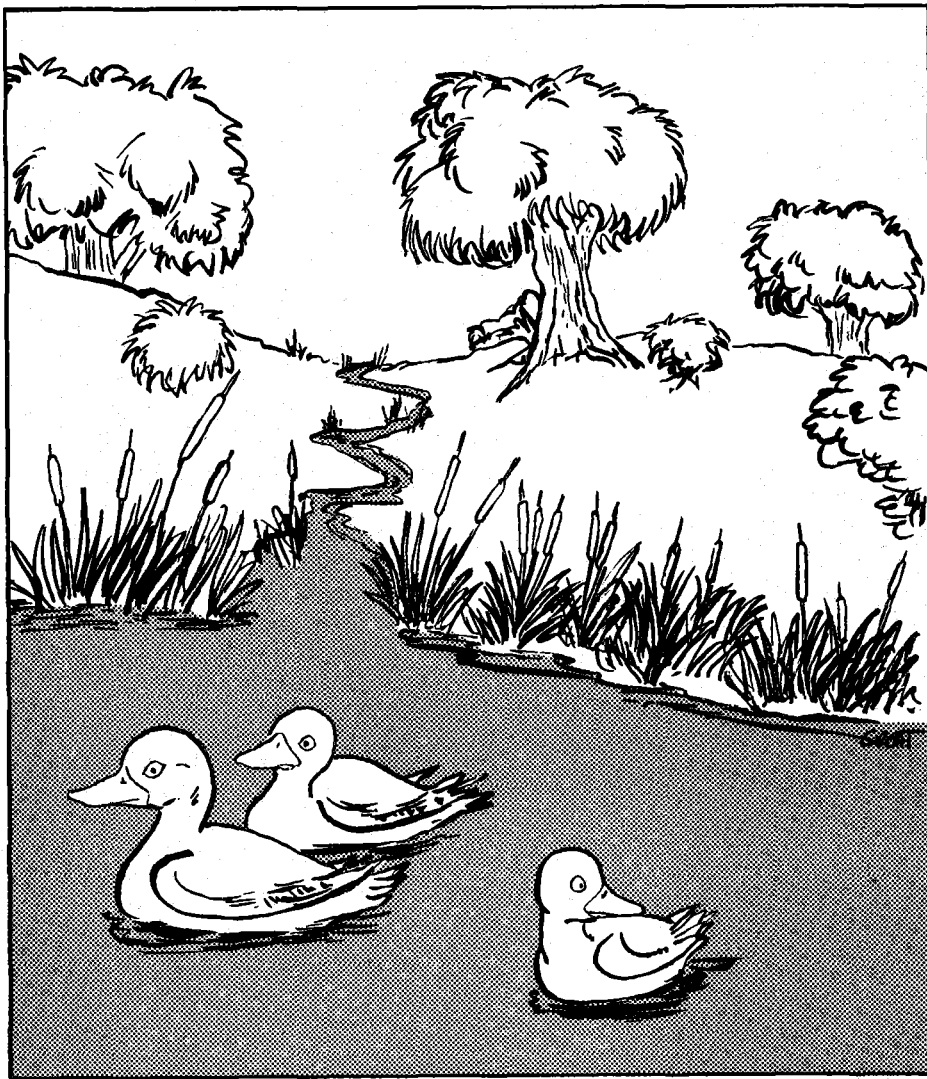
Languages: Common Avian-9; Common Insectivore-9; Common Lagomorph-11; Common Ungulate-10; Lapine-11.

Possessions: An empty backpack; a half a dozen herbs as needed by the plot, hidden nearby.

Tulip is a doe who lives alone – a rare breed. She could never stand the crowded warren, even when young, and left at an early age. She's well-suited to taking care of herself, and occasionally barter for herbs which she in turn barter for food from other warrens.

She'll sell lots of information to the PCs, but only one tidbit at a time. She won't give any away for free, and if they stop paying her, she'll stop talking. She can tell them about the cottonmouth, the foxes, the mon-gooses, the thug bunnies, the traps in the hedges, the dog, cats and rats at the farm. She believes there are truffles in the woods to the north, though she won't even hint at that unless well-paid.

Most importantly, she can tell them about the herbmaster. She doesn't know he's been trapped, but she's dealt with him before, and knows his character. She respects him for always producing quality herbs and being an honest trader.



The Mongooses

The mongooses may not come into the adventure. Only if the party decides to use the woods as a route either to or from the farm will they be encountered. A band of 10 lives in the woods, and they'll ambush a party of rabbits only if the mongooses have an obvious numerical advantage. (Mongooses can count to 4, like rabbits, so a party of 5 rabbits is probably safe from direct assault – but not traps!)

Their motives are simple: eat rabbits without risk. Any bartering they do will be lies, leading up to that one goal.

The Hedge

There are some traps in the hedge. There is a live trap – in fact, the very one that Rosin was captured in. A critical success on a sense roll will allow a rabbit to catch a whiff of a strange rabbit's scent, gone for about an hour. There are also two snare traps in the hedge.

Traps or Smell rolls will reveal the traps one at a time. Any rabbit just running through blindly will probably be caught in one of the three traps – 9 or less on 3d.

A Tracking roll will reveal human tracks, fairly fresh (within an hour). The tracks lead along the edge of the field to the west.

The Duck Pond

There is little here except the ducks. The human came by this way on his way to the trap, but didn't come back this way. The ducks, therefore, don't know anything about any rabbit. They will be rather silly and scornful of landlubbers. They'll laugh a lot at the rabbits, and generally be irritating and not of much help. They know about the dog and cat, of course, but won't think to discuss them with rabbits, and will be surprised the rabbits might ask about them.

En Route

The best way to go is to west by northwest – see the map on p. 97. If they go in the woods, the mongooses will probably attack them. If they go into the swamp, they might meet a cottonmouth. Going straight down the open meadow should attract a hawk's attention. Give the players a passive Vision-4 roll to spot a hawk – or straight Vision if they're specifically looking out for one.

Skirting close to the forest is probably their best bet, though they may meet a pair of foxes. Well apart from the foxes, they'll meet Tulip – see sidebar, p. 95.

The Edge of the Farm

When they finally come to the edge of the farm, the first thing they'll notice is the hedge directly in front. To the left, the stream emerges from the swamp and leads to the duck pond. To the right, there are newly mown fields – not much cover.

The cottonmouths don't come out of the swamp too much, though one might be found in the stream at this point. The fields offer no protection from hawks at all, and the rabbits will feel very exposed even to ani-

mals that might hunt on the ground. The bunnies can get their first glimpse of the farm buildings in the distance across the field.

The Fields

Should the party go this way, they'll be attacked by a hawk for certain. There isn't anything in the fields to help them – no recent tracks, no cover, not even much to nibble on.

The Farm

The farm is a small-sized privately owned farm. Aside from the fields and duck pond to the southeast (the way the PCs came from), there is a garden to the north with more fields and pastures beyond it, and an orchard to the west, with more fields and pastures beyond it. The cows are out in the pastures – the rabbits should never see them, though if they go in the barn there will be ample evidence that cows live there.

The buildings are all clustered around a central yard. In the yard, a dog is tied near a tree. The rope is fairly long, and the dog can reach some of the buildings, but not all.

The rabbits should have a hard time determining which buildings are which until they explore a bit. A good Anthropology roll will enable someone to guess from a distance. The barn is the biggest building, followed by the house. The stable is now used for the tractor and all its implements – there haven't been any horses on the farm in years. There is still a bit of tack on the walls though: bridles, saddles, harnesses, etc., dusty and full of cobwebs.

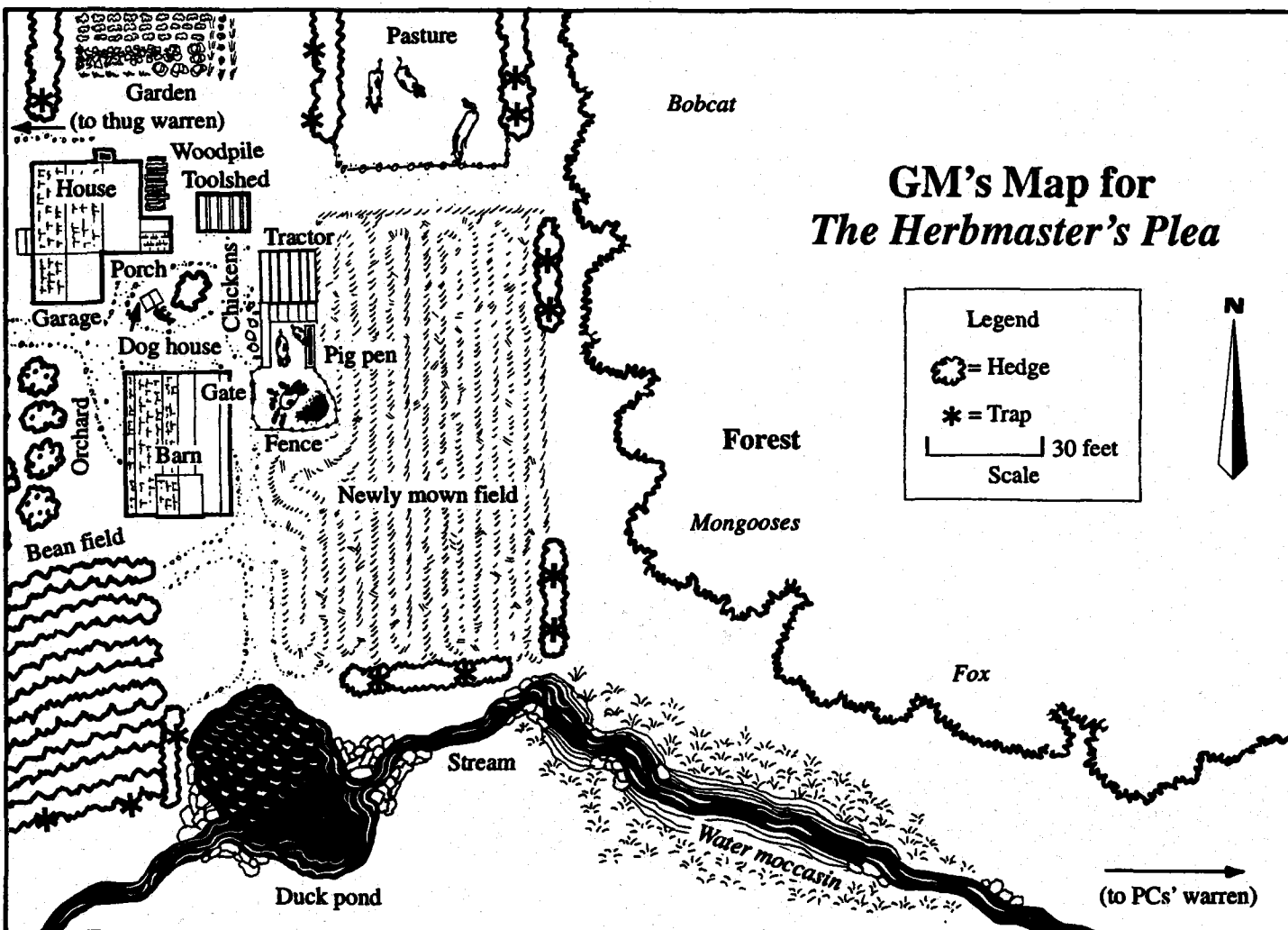
Half of the stable is used as a pigpen, and part of it is walled off as a chicken coop. The chickens range free over the farm, but tend to avoid the yard because of the dog. The pigs are confined to a fenced-in yard to the south of the stable, with an open door leading to shelter.

The Rats

The rats in *The Herbmater's Plea* are not the mechanized rats of other adventures in this chapter. However, they'll be very suspicious of the rabbits, and will attack a lone individual. The whole party is probably safe from them, unless they try to spend the night in the rats' barn.

The rats may actually sell information, but they'll drive a hard bargain. They know where the herbmater is, and they know how the doorknob works. They'll also supply information about the humans, dog and cat if the rabbits are willing to pay enough for it.

The rats won't mention the thugs, though; they'll assume the party is from that warren.



The tool shed is on the north side of the yard. Like the house, it has a cement floor – the barn and stable do not.

Pigs and Chickens

Since the pigpen is on the southeast corner of the farmyard, the PCs should see the pigs fairly early unless they circle the farm and approach from some other way.

The pigs are bored. They really want out. They did see the human carry a rabbit in a cage by this morning. Yes, the rabbit was still alive, and looked scared but healthy. It said a strange thing to the pigs as it was carried by: it said the forest off to the east has truffles in it! The pigs have been thinking about these truffles for the last hour, and really want to see if it's true. Their vision isn't very good, so

even though they face the forest, they can't really see it very well. They'll ask the bunnies if that blurry mass beyond the fields is woods or hills or another farm.

The bunnies may get it into their head to release the pigs. This might not only be a good distraction (the dog will bark like crazy, and any humans will run off to the woods after the pigs) but it may even make some friends.



The gate is latched at the top – it takes an Engineer roll to comprehend the concept of “latch.” Next, a Mechanic rabbit has to get up to the level of the latch before trying a Mechanic roll to determine how it opens. This can either be through jumping, climbing or on a pig's back. A successful Mechanic roll will reveal that a strong rabbit could open it with a lever – even a screw-

driver should do. An Anthropology roll will reveal where a screwdriver can be found (stable, barn or tool shed), and a Scrounging roll will turn one up quickly. Otherwise, they have to go off searching, and it may take a while. Once the lever is finally procured, a ST roll is needed to open the latch, and the pigs are free. They'll immediately, with great squeals of joy, head for the truffle woods.

The chickens can be encountered most anywhere on the farm. They don't have much to say to rabbits, though. They'll probably assume the PCs are thugs (see sidebar, p. 99), so never mention that the thugs exist. They didn't notice the rabbit being carried in a cage – or if they did, they've forgotten by now. (Chickens aren't the brightest birds in the world – too much inbreeding.) They will generally be similar to the ducks, but not as sarcastic. A rooster may try to breed with a female rabbit, though...

The Barn

The barn is a large cow barn, with haylofts on either side. One loft has loose hay, the other has baled hay. The center section of the barn has no loft overhead – open space reaches all the way up to the high ceiling, and the larger farm machinery is stored here, such as a baler, reaper, etc.

The cows' stalls take up one whole side of the barn, under the loose hay. There are a few stalls on the other side, but most of it is given over to grain bins and equipment storage. Possible useful tools (for the rabbits, that is) include stiff wire combs, screwdrivers, nails, baling wire, leather halters, grain scoops, burlap bags, bottles of medicine and fly dope, various rings, clips, and fasteners, etc.

The cat likes to hang out by the grain bins, to see if it can catch a lone rat.

Roger the Dog

Roger is a mutt: part Labrador Retriever, part German Shepherd, part who knows what. He is heavily into the Zen of Barking: given the slightest reason, he'll bark until told to shut up by a human.

He's gotten used to his rope, but would love to be out chasing small animals if he could. He sleeps most of the day, dreaming of catching rabbits and other tasty treats.

He is disgustingly loyal to the humans, and there is no chance of bargaining with him at all. However, he does have the Gullibility disadvantage, so if the party can get him to shut up and listen, he might buy a tall tale. It would have to be a good one, though, to overcome the pleasure of crunching a rabbit...

Roger also has the Truthfulness disadvantage. Use the stats for a large dog, p. 87.

Rosin, the Herbmaster

Rosin is getting along in months, but still short of the Age disadvantage. He's a superb herbalist: Botany-20 and Herbary-21. He'll be very generous to anyone who rescues him – he buried his backpack full of herbs in the hedge when he was caught. (It's treated with Fumitory, so there is no chance the PCs could have found it.) Rosin has two herbs stashed in his fur: Burning Nettle and Fleeting Violet.

If successfully rescued, he'll not only give the party all of his herbs, but he'll stay long enough to teach a PC herbalist a new herb. Because he has the Compulsive Wandering disadvantage, he won't stay longer than that, even though he's very grateful. In future scenarios, he may reappear on his travels. He'll always give the PCs a good deal on quality herbs.

Rosin's herb list is left up to the GM. Whatever would benefit the party, those are the herbs he has. Likewise, he can teach an herbalist to identify and process any herb within reason. Rosin knows the Teaching skill at level 15.

He's an amiable, shrewd rabbit who knows many languages and has traveled far. He can warn the PCs about the thugs – he doesn't deal with them since they tried to rob him once.

There's a 50% chance it will be on a ledge above the bins, waiting patiently and immobile.

The rats live in an underground complex near one corner of the barn. Only the smallest rabbit could fit down into their holes, and he probably wouldn't want to.

The Stable

Half of the stable is now a garage. The other half has been walled off into two compartments: a large pigpen and a small chicken coop.

The garage half of the stable smells awful to the rabbits. Gas and oil has been spilled frequently, and there are oil-soaked rags in barrels at the back. (Yes, it's a fire hazard, but it's unlikely that the PCs will know that.)

The tractor may or may not be in here – if it's gone, it's being used in a far field. There may many useful tools here: the farmer does his own tractor repair. Picture any car repair shop, but with lots of old, battered or improvised tools.

The Yard

The yard is large – about 25 yards across. There is a circular drive running around a central patch of grass. The drive goes close to each of the buildings, and has exits in each gap. Some of these become mere tracks very quickly, such as between the tool shed and stable.

The central area is grassy, with a fairly large tree and a doghouse. The dog is tied with a rope to the doghouse, and he has learned his way around the tree fairly well, so he won't get tangled up around it unless he's very excited. The rope doesn't quite let him reach the pigpen, but he can stand in the barn entrance, and reach the tool shed door.

There are no bushes in the yard, except near the house and in front of the tool shed under the front windows.

The Tool Shed

The tool shed is an aluminum building about 5 yards by 3 yards in size. The roof slants toward the back (the garden side), so it's taller in the front (about 9 feet high, sloping down to 7 at the back wall).

There are two windows and a door in the front wall, and two windows in the back wall. The side walls are solid. The floor is a slab of concrete. The door is closed but not locked.

The door knob is not the round type, but a lever that sticks out to one side of the axle. It would take the weight of two rabbits to turn it, and another fairly strong rabbit needs to push the door inward as the handle is turned to get the door open. (The door sticks a bit.) Of course, the act of pulling the handle down will make any rabbit fall off the handle, so the timing has to be perfect. It will take lots of Engineer and Mechanic rolls to figure out each aspect of this!

The windows are all closed, but not locked. However, there is no window sill – the windows are flush with the wall and swing outward, hinged at the top. It would be very difficult for a rabbit to hang on while trying to open such a window, but given a large number of good rolls on Engineer, Mechanic, Jumping (or Climbing), Acrobatics and ST, it could be done!

Inside are many tools, of course. Garden tools hang along the side walls, while there is a long bench running the length of the back wall with woodworking, metalworking, sharpening, painting, etc., tools. Along the front wall, on the floor, are various larger garden implements such as a wheelbarrow and hand tiller.

The bench is 39 inches high and a yard deep. It runs the whole length of the building. On the bench is a cage with Rosin inside. The cage cannot be opened from within, but the usual Engineer and Mechanic rolls (the latter at -4) can spring it open.

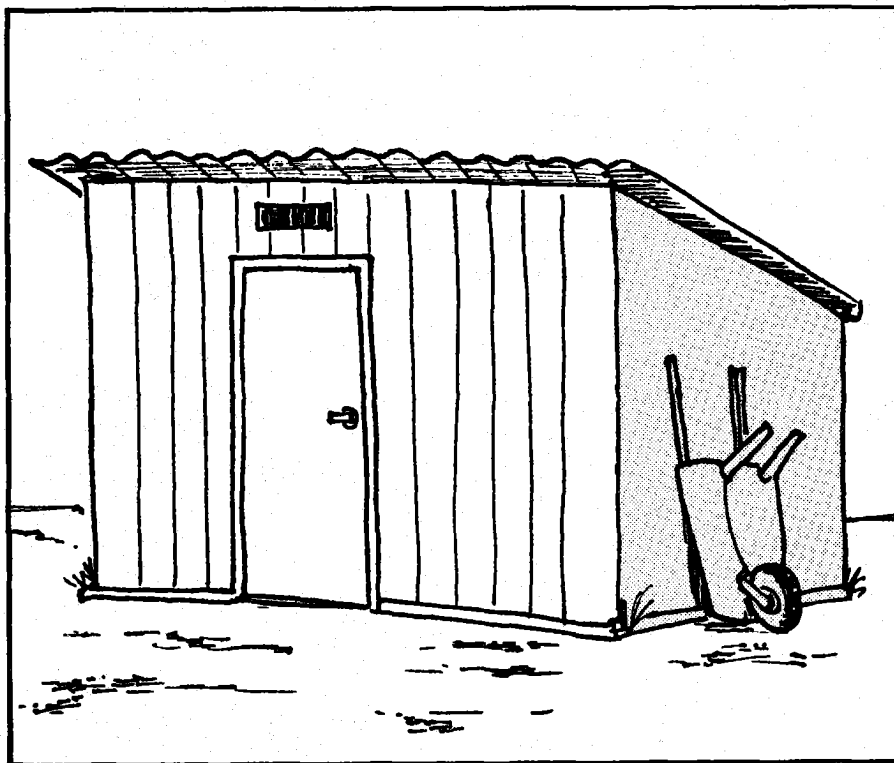


The Thugs

There is a xenophobic warren to the northwest of the farm, some distance away. These rabbits are not at all friendly, and consider all other bunnies to be enemies. They also regard the garden on the farm as their own property, and will attack interlopers on sight. There will be more of them in the garden than there are player character rabbits – unless there's a human in the garden, of course.

While they won't be anywhere near the yard, there is a chance they will see the PCs if they come around back of the tool shed. They will be very annoyed to see any strange bunnies messing around the buildings: such activity can only lead to discovery and persecution.

Use the stats for Oakroot and Stripe (pp. 00 and 00) for the thugs.



Humans

There are five humans living in the house, but some may be away for various reasons. There are a man and a woman with two children (ages 9 and 13, either sex the GM desires), and the woman's widowed father, who helps out with the farm work. All are hard workers, and none but the youngest has any soft spot for rabbits: all they can think of is their garden raided . . .

They have two guns: a deer rifle and a shotgun. Neither is kept loaded, but each can be loaded quickly: the ammunition is nearby. Since the dog usually sleeps during the day, any continued barking will bring someone to investigate – or least to shut him up.

Depending on the time of day, day of the week, season, etc., there may be from zero to five people in the farmhouse at the time of the rabbits' raid. Someone might be out with the cows, or on the tractor, or in the garden, etc. – the GM will have to determine this beforehand.

The two men are fair shots with the guns; the teenager is a beginner. The woman has used the rifles, but doesn't care to unless she feels very threatened.

They plan to eat Rosin that night for supper – they'll butcher him just before turning the stove on.

The House

There is a large two-story farmhouse with attached car garage. None of the doors are open, not even on the screened porch around the front of the house. The back of the house opens onto the yard, and is the most commonly used entrance. The windows are open but screened. There will be at least one person home, depending on the time of day.

The Garden

The garden lies to the north of the tool shed, and is quite lovely to a rabbit. It's a large garden – the family not only preserves food, but they have a small vegetable stand by the road (empty except on weekends). If there are no people in it, there will be a group of thug rabbits.

Most any common vegetable you can think of can be found here. There is a large expanse of coverless lawn surrounding the garden on all sides.

Resolution

Assuming they can somehow silence the dog (he'll hear the door opening, at least), avoid the thugs, not get shot, elude the cat, get into the tool shed and open the cage, they can rescue Rosin. If there is still time remaining, they'll run into the mongooses on their way home – otherwise, consider the trip home as the denouement, and just say they get home.

They will be thoroughly and handsomely thanked by Rosin – see sidebar, p. 98. The king will have a high opinion of the PCs, and will consider them for future missions and a possible raise in Status (everyone gains 5 character points for the experience!). They will also have scouted out the farm and possibly have a debt to settle with the thugs – but that's another adventure . . .

Softly, Now

This adventure can be tailored to any number of players. It works best in a large warren, so large that there is a section of the warren the PCs aren't familiar with. Alternately, there can be a satellite warren not too far away that is under the king's jurisdiction.

The Problem

The king rabbit calls in the PCs and requests – or demands – their aid. A far-flung part of the warren – perhaps the west end – has reported strange and frightening events lately. Every night, a “monster” comes out of the woods (close by the warren at that point) and terrorizes the bunnies.

At this point the PCs may inquire what is meant by “monster.” The king replies that he's not sure – it may just be hysteria. The garbled descriptions he's gotten from witnesses certainly don't sound like any animal he's ever heard of.

“It's big,” he says. “Big and LOUD! It only comes out at night, and comes close to the burrow entrances and bellows loudly. No one has been hurt yet, but all are frightened near to death. Many rabbits have moved back to the main warren because their nerves are shot.

"We need that part of the warren open – it's good burrowing ground, the queen tells me, and we're a bit overcrowded here in the main part of the warren.

"I'm counting on you, a crack team if ever I saw one, to find out what this creature is and do something about it. If it's simply mass hysteria, reason with what few rabbits remain out there. If it's really a new type of predator, see if you can find some facts about it so we can assess its weaknesses, if any.

"There's a rabbit called Puggsly who's pretty solid – he's still out there. He's an old-timer who doesn't scare easy. Look him up and see if you can get a rational story out of him. Any questions?"

If the players ask what the monster looks like, the king will reply he doesn't know. "Mixed reports," he says. "Some say it's as big as a cow, others as big as a wolf. It seems to have lots of legs – more than we do. No, I don't know of any animal except insects that has lots of legs! The one thing they all agree on is the deafening roar it makes."

The nightly scares have been going on for a quarter moon now. No one has actually been hurt, but some rabbits have gotten ill as a result of bad nerves. In fact, no one has come near the thing or even tried to track it. Strange tracks *have* been seen the next morning – something like horse tracks with claws, they say, but not really.

At the West End

The party should arrive at the site of the disturbances just before nightfall. This part of the warren is not far from the edge of a large tract of woods. In the fading light, the trackers can see some strange tracks that have been almost obliterated by rabbit tracks coming and going over it. Apparently the inhabitants of this part of the warren have been very busy since the last visit of the creature.

Sitting at the opening to a burrow, watching the PCs approach, is an elderly rabbit. He looks a bit scruffy, but his eyes are clear. He won't say anything if the player characters ignore him – he'll just observe all they do. Only if they set off to follow the tracks into the woods (see below) will he call to them that they hadn't better do that.

If the party approaches him before following the tracks, he'll introduce himself as Puggsly – see sidebar. Since it's almost owl time, and the woods are near, he'll invite them into his burrow for a powwow.

Puggsly's Testimony

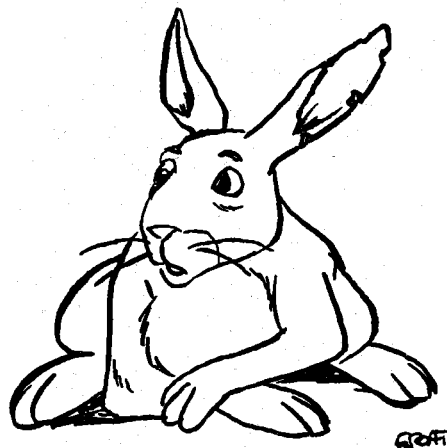
"Yep. I was one of the first ones out here, in the new digs. Too many folks back in the main warren. I used to run scouting trips for the king, though, in the old days. Why, one time I went to a garden . . ."

Puggsly is a bit old, and quite garrulous. If the PCs let him, he'll spin out yarn after yarn. They'll have to interrupt him constantly to hear the story of the monster.

The noise didn't seem as bad to him as to most rabbits. After a while, the PCs will realize this is probably due to his hearing loss. He *did* hear it, and it was loud enough to make him want to stay underground, but not loud enough to make him want to go back to the crowded part of the warren. Why, you know, when he was young, this warren wasn't nearly so crowded as it is now. He can remember being able to hop around . . . etc., etc.

Puggsly will also try to gamble – his second social passion after gabbing. He'll bet anything on anything.

After a long while – it'll be pitch black out by the time he's done – they will eventually learn that the monster has been coming around for about a quarter of a moon, and that most of the other rabbits in the area have left. No, he's never heard anything like it before. No, he didn't feel compelled to go up and look at the thing – it only comes when the moon isn't up, anyway.



Puggsly

75 months old, average size, graying around the muzzle, one ear chewed up somewhat, unfriendly stare at first, which mellows to a smile as he talks.

ST 9, DX 12, IQ 12, HT 11.

Speed 11.5, Move 11, Run 12.

Dodge 8.

Damage: *Claw* 1d-2; *Bite* 1d; *Kick* 1d.

Advantages: Common Sense; Composed; Empathy; Language Talent (+2).

Disadvantages: Absent-Mindedness; Age (75 months); Compulsive Gambling; Dulled Nose (-3); Hard of Hearing; Odious Personal Habit (garrulous).

Quirks: Likes comfort; Talks about the Good Old Days; Gets everyone's name wrong; Crotchety exterior; Heart of gold.

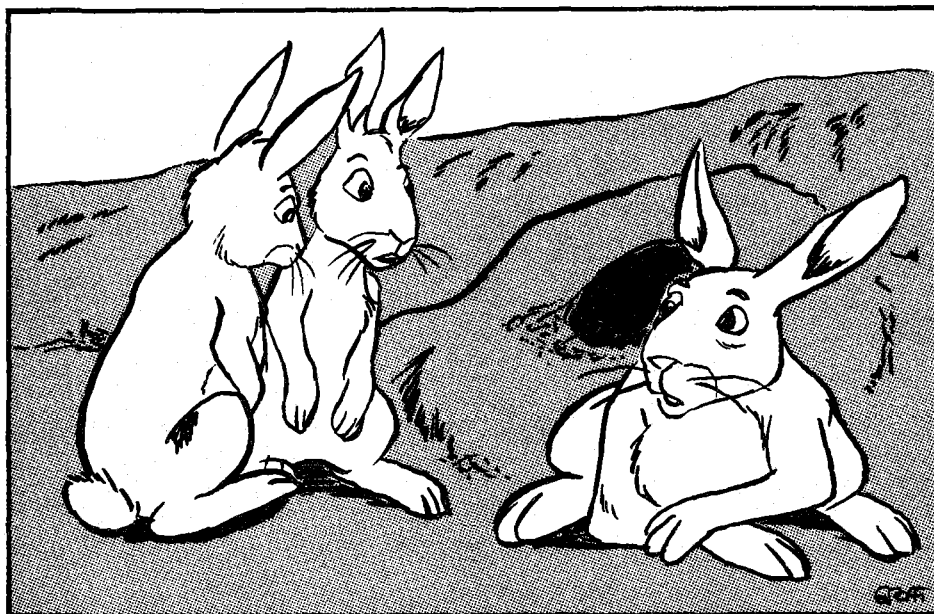
Skills: Acting-14; Anthropology-11; Architecture-12; Area Knowledge (small area)-12; Bard-13; Brawling-14; Camouflage-13; Climbing-10; Detect Lies-15; Escape-10; Fast Draw (Herb)-12; Fast-Talk-13; First Aid-12; Gambling-14; Hedgewise-11; Lip Reading-10; Merchant-12; Naturalist-9; Poisons-10; Psychology-14; Running-11; Scrounging-12; Stealth-13; Survival (plains)-13; Tracking-11; Traps-13; Weather Sense-11; Zoology-12.

Languages: Accipitrine-11; Bovine-12; Canine-11; Common Lagomorph-14; Lapine-14; Murine-12; Sciurine-12.

Possessions: 2 Snuffballs; 2 Redberries; 1 truffle; 4 carrots.

Puggsly is an elderly rabbit still living in the West End. Garrulous and a gambling fanatic, he's nonetheless very hard to faze. While no longer any good in a fight, he has a store of simple wisdom. He won't go with the PCs into the woods, but will offer lots of advice, some of it even useful.

He keeps his possessions hidden, but will dig them up to gamble. He won't freely give away anything, but will use the Redberry to save someone's life.

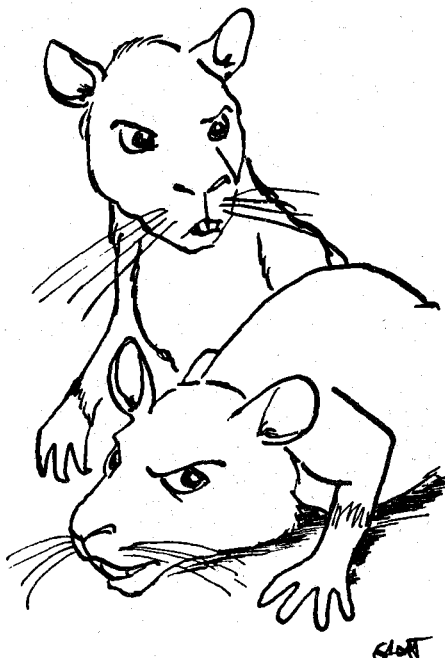


The Rats

Use the standard rat stats on p. 91 for the run-of-the-mill rats. There should be a couple of oversized ones for a more even battle, but in general rats rely on their numbers and cunning.

There will be two or three exceptional rats, however. At least two of them are engineers who have put together the human cast-off junk that makes up the Gumberoo. Then there will be the king rat – probably a better fighter, tactician, and leader than the other rats.

If the GM desires, one or more of the engineers can be in the Gumberoo at the time of the rabbit raid. The door in the belly should be open, though, or else the PCs won't have much of a chance. Still, if the players are exceptionally resourceful, they might not mind one more obstacle . . .



that a rabbit can get a drink and still get plenty of warning if a predator rushes out at him. Yes, the tracks lead into the stream (which runs parallel to the edge of the woods for a quarter-mile or so). No, he didn't cross over to see if the tracks continued on the other side directly. "I got no desire to see that thing up close!" he says.

A Peep in the Night

If the PCs decide to set out to the woods at night, Puggsly will plead with them not to. "You can't hear owls coming!" he says intensely. If they ignore his pleading, they will be unable to find the tracks out of the other side of the stream. The tracks go upstream a ways before exiting on the other side. It will take them quite a while to search up and downstream to find the tracks. In the meantime, they hear the hooting of an owl quite close, as well as some ominous rustling in the bushes of a fairly large animal. If they still don't take the hint, a great horned owl attacks one of them, possibly just as they find the tracks. They may or may not be able to fight it off – it's quite an impressive predator. This attack may mean creating a new character . . .

If they decide to wait for the monster, Puggsly will offer to let them stay in his burrow as long as they want – they can pass the time by gambling or swapping stories, he says . . .

Fairly soon after the moon sets, there will be a very loud, unnatural noise – Fright Checks for everyone who doesn't have the Unaffected by Loud Noises advantage! Those very close to the burrow entrance will need to make a Fright Check at -4.

After the Fright Check, any who are able to may rush to the burrow entrance to try to see what's out there. Only two at a time can look, and there may be a stunned rabbit in the way. It's very dark – nothing much can be seen. However, there is a strange chuffing noise and a vague outline of something about the size of a bear can be seen. No details can be made out at all. If anyone leaves the burrow, the creature will let out another loud noise, requiring another Fright Check at -4. It will let out a roar every five seconds as it moves off toward the woods, each as frightening as the last.

Dawn and the Forest

With the coming of the day, those who are not catatonic feel their courage returning somewhat. The tracks are more visible, now, and are indeed the shape

Puggsly's sniffed the tracks over, but he says they don't have much smell at all (he has a Dulled Nose, but the PCs don't know that). Yes, they look like horse tracks to him. "Got them human-made things they put on horses' feet – but it's got claws. Big, long claws – wouldn't want to get caught by it!"

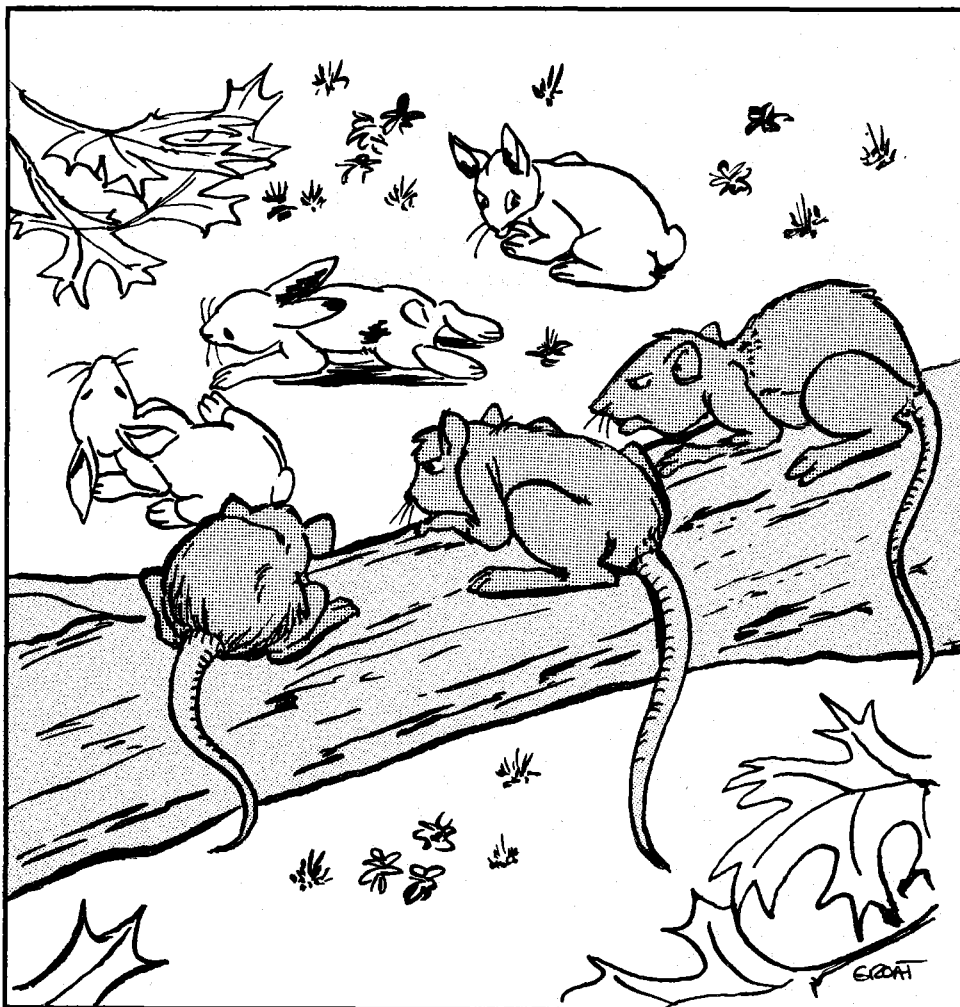
Puggsly's never been in the woods, but he says that some rabbits that went in never came back about a month or so ago. "Lots of enemies in the woods, all right. Big owls, foxes, badgers, bobcats, bears – I wouldn't be surprised to see a wolf pack come out of there some night."

The stream that runs between the burrows and the woods is pretty safe, though – it's far enough from the woods

and size of a horseshoe, with large clawmarks digging into the earth with each step. The tracks are oddly close together for such a large animal. It will take them 10 to 20 minutes to find where the creature left the stream. The tracks go into the woods, and onto a trail. At that point they disappear. The tracks have actually been covered up. Whatever covered it up made its Tracking roll by 5. If the PCs make a Tracking roll by 6 or more, they can tell this and continue.

The tracks continue down the trail, which branches numerous times. Each branch requires another Tracking roll – roll against a Tracking skill of 15 for the obscuring creature in the Contest of Skills. The trail leads relatively straight into the woods.

The forest is still frightening to rabbits. There are lots of noises that seem very close – rabbits prefer lots of open ground around them so predators can't get that close to them! If things have been going too smoothly, the GM can throw in a fox or badger encounter. Otherwise, the party will eventually come to the first outpost on the alert for them, about a mile into the woods.



The Outpost

Only a critical success on a Vision roll will reveal that the party is being watched. An old dead tree by the side of the trail has numerous holes in it. About 7 feet off the ground, one of these holes contains four rats on the lookout. They will spot the rabbits easily, even if the party is being stealthy.

A wide limb of this tree runs over the trail, and the rats have numerous things ready to drop onto the party. There are several rocks that will do 2d damage each, a snuffball weighted with a pebble, and a wasp nest! In addition, there are several snares set along the path just past the trees – any rabbit running ahead to escape the wasps will be caught. The rats also have a stock of smaller rocks (1d damage each) in the tree for throwing.

The outpost rats will avoid capture at all costs, and will even try not to be seen. If the PCs observe that the rats are causing their current misery, the rats will yell at the rabbits (in Murine) to go home. These rats don't speak any rabbit language, but if the adventurers speak Murine or Common Rodent, they'll talk. Mostly they'll threaten instant death "when the boss hears about this!" When asked who the boss is, they laugh. "Didn't you hear him last night?" they ask. "That's the boss! The Gumberoo! He'll eat you if you don't get out quick – he eats anything but rats."

If captured, the rats will stick to this story even under threat of torture. They will plead and beg to be released, saying they'll leave the country – they don't want to face the Gumberoo's wrath.

Legends of the Gumberoo

Once the rats mention the word gumberoo, any rabbit with Oral Literature skill can make a skill roll to see if he's heard the word before.

On a successful roll, the GM says there is a tale of a creature called a gumberoo. It's supposed to be larger than a bear, always ready to eat rabbits and other animals, and it can't even be killed by humans with guns. Bullets just bounce off of it, sometimes killing the human who shot it! A gumberoo devours whole warrens, in the tales, but is always tricked in the end by a very clever rabbit.

If the player asks, there is no mention of gumberoos excluding rats from their diet. In fact, they're specifically said to eat *anything* that moves.

The Gumberoo's Lair

The rats found a very large thorn bush which they carefully hollowed out as a Gumberoo lair. The front section lifts up by winches in the trees – it's the only way the PCs will get the Gumberoo out if they want to. Rabbits aren't very good climbers, so lifting this section might take some doing . . .

The thorn bush is impenetrably thick, as is anyone who tries to get through it by brute force.

The Gumberoo

The Gumberoo, at a quick glance, is a frightening thing! It's as large as a *big* bear, has many legs (for the GM: 8), a large head with antlers and an open mouth with big teeth. It's covered in brown fur. It is also, by the light of day, obviously a clumsily-made machine. The feet are horseshoes with bent nails added for claws.

There is an open hatch in the belly of the Gumberoo. Only the body and head have cavities that a character can fit into. It takes 9 animals to operate the Gumberoo: one per crank at each leg, and one in the head to operate the steering mechanism. Since rabbits are stronger than rats, 4 of them *could* operate it, using the corner legs. It will be very slow and clumsy, and couldn't turn without another character in the head. Of course, "galley slave" rats are also a possibility should the bunnies win the fight . . .

It requires an Engineer roll to figure out that the cranks will make it walk, and another to figure out that the steering mechanism steers. Mechanic rolls are then needed to figure out actually how to use them.

In the Gumberoo's head is a lever hanging down. The lever should be described in the most innocent and inviting fashion, hoping a PC will pull it! This is attached to an air horn – a can of compressed air that emits an extraordinarily loud noise when activated. The rats found it, abandoned by a gang of teenagers with the assistant principal after them . . . An air horn will give off about 30 short blasts – the one in the Gumberoo now has about 5 charges left, though there is no way the animals can evaluate that.

The Gumberoo can be locked from within by a simple slide-bolt.

The Gumberoo's Lair

Should the party get by the outpost, they'll be able to follow the tracks about another quarter mile. At this point the tracks lead right up to an incredibly thick thorn hedge, and disappear. The trail continues to the left, but it's obvious that the Gumberoo has never been on the trail past the thorn hedge. If they try to pass through the thorn hedge, they won't be able to, and will take 1d-1 impaling damage each attempt. Circumnavigating it will reveal that the hedge forms a complete oval barrier about 6 feet by 10 feet in size. It is a good 8 feet high.

An Engineer roll and 5 minutes searching will reveal that the area where the Gumberoo tracks entered is actually not growing, and is probably a movable door. Looking up will reveal two faint wires running up into a tree overhead.

A successful Tracking roll around the far side of the hedge will reveal rat tracks coming and going to a certain spot in the hedge. An Engineer roll will reveal a small door in the hedge, and how to open it. One rabbit at a time can pass through this door, if they can get it open. However . . .

Spied Upon

If the party has been very quiet during the investigation of the hedge, all of the preceding discoveries will undoubtedly happen. However, if they've been talking above a whisper, they will alert the rat guards in the tree above. These three guards aren't as alert as the outpost – they expect the outpost folks to take care of any nosy critters. But they will hear conversation, and sneak forward to investigate. They have the same type of ammunition in their tree as the outpost had. They'll observe for a while before attacking, though. One rat is dispatched quietly to warn the main group, while the other two keep tabs on the party. If the party discovers either door, they'll attack – otherwise, they'll wait for reinforcements.

Fight at the Gumberoo Corral

The fight will begin when the rabbits discover either door, or about ten minutes after they've been discovered by the rats. In the latter case, there will be about a dozen rats coming – though the players will only know there are "lots," of course. The rats on the ground have no special weapons.

The rats will be vicious, going for blood. They won't chase the party should they retreat, however.

If the bunnies can gain access to the Gumberoo's lair, the rats will be at a disadvantage. The hedge is about two feet thick – a rabbit in the rat's tunnel cannot be hit from above, and only one rat can attack at a time. Thus one rabbit can hold off a lot of rats – until the rats think of opening the large door. Lots of rats can stream in through that one, but it takes two rats, working winches in the trees, to lift the large section of hedge that forms the gate.

Once inside the Gumberoo's Lair, the bunnies come face to face with the Gumberoo itself!

The Gumberoo

First sight of the Gumberoo requires a Fright Check (at +5 if a fight is in progress). See the sidebar for a description of the Gumberoo.

Those who pass the Fright Check quickly realize what it really is. Those who fail are convinced it's a large carnivore with intent to devour! If they can be brought back to face it, and pass another Fright Check, they'll see the truth.

The door in the belly of the Gumberoo is probably open, and if the PCs can get inside, they can hold off the rats for a long time.

Eventually they'll get hungry, though, and the Gumberoo cannot bulldoze a way through the thorn hedge: the gate has to be opened to move it. So retreating into the machine may be a false haven. Hopefully the party contains some "clever rabbits" who can figure out how to get the thorn gate up without getting killed.

The Rats' Lair

The rats live just beyond the Gumberoo lair, about a five minute's hop. They live in an abandoned chipmunk hole, which is adequate, but too cramped for as many rats as there are. There are three exits to this burrow, but rabbits won't be able to go down inside. If the rats retreat to this lair, they won't come out unless the adventurers can think of some clever ruse to get them out. If beaten by the bunnies, the rats will give up the Gumberoo as a loss, and let the rabbits destroy it or steal it.

Winding it Up

Hopefully the PCs will be able to defeat the rats one way or another. If not, they at least have information, and can stop the demoralization of the warren. The enemy you know isn't as terrible as the enemy you don't know.

The rats are simply trying to scare the rabbits out of the nice new holes they dug. They were living in a barn until the farmer drove them away to the woods. They don't like the woods: too many predators. They're too lazy to dig nice burrows, so they thought they could simply take over the warren.

If the PCs defeat them, they'll leave the woods, in the opposite direction from the warren. They'll promise never to bother the warren again, though rats aren't known for honoring their word . . .

The rats will probably also leave if the PCs can get away with news of their plot. They'll have lost surprise and fear, their two most powerful weapons. The Gumberoo will be gone when the PCs lead a band of rabbits into the woods as a punitive expedition. They've gone elsewhere, to terrorize some other warren . . .

Back Home

Should the PCs try to ride the Gumberoo back to the warren, they'll scare the daylights out of everyone. This will severely reduce the amount of praise and reputation they would get if they simply destroy it. The king doesn't want it around – too many rabbits in the warren have the Edgy disadvantage. A nervous warren is not a happy warren. If somebody blows the air horn back at the warren, they not only won't get any praise for having solved the mystery, they'll get royally chewed out!

Should they resist the urge to terrorize their friends, however, and simply bring back a few pieces of the Gumberoo as proof that it was just a machine, they'll get high praise, some quality food as reward – at least carrots, maybe even truffles – and will be entrusted with more and more missions in the future.

Adventure Seeds

Here are some ideas that need just a little work to become full-fledged scenarios. Even if one of these isn't *exactly* what is needed, it may suggest a plot that would be ideal.

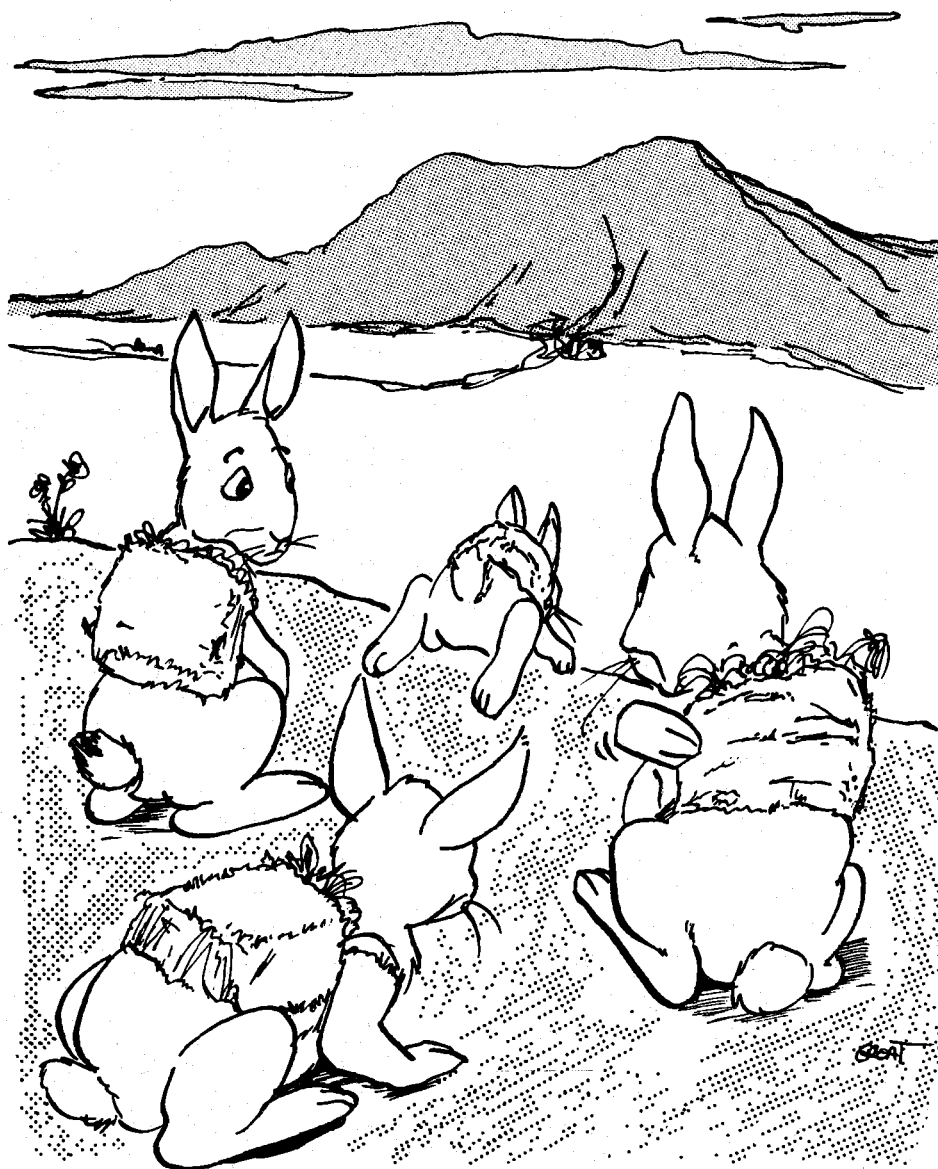
Ginger

This adventure can be spread out over many gaming sessions.

One day the king rabbit calls in the PCs and tells them he's sending them on a delicate mission. Long ago, before they were born, the current king was just a maverick young buck. His life was saved by a rabbit who used a Snuffball to distract a fox that had mauled him. This rabbit then nursed him back to health, and taught him a lot. The king now feels settled and wealthy enough to want to pay this rabbit back for his kindness, but he doesn't want word to get out that he was ever in need of rescuing. Less-dedicated young bucks or other warrens might see that as a sign of weakness.

Rabbit Counters





Rabbit King I: Bramble

This sidebar and the next two contain examples of high-point NPC kings the GM can use. Obviously, there is only one king per warren. The other two characters can be used either as kings of other warrens, or even (toned down a bit) as high-status advisers in the home warren. Depending on the type, one of them might be gathering power to challenge the current king.

Note that a king doesn't *have to* be this powerful. It might be a good idea just to quell rebellious thoughts in the PCs, though...

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The mission is to find this maverick rabbit and settle the king's debt. The adventurers are to bring him four backpacks full of truffles and herbs as a present, and invite him to come live in the warren in honor. His name is Ginger, and he lives in the mountains to the south... that's all the king knows.

The PCs set off toward the mountains, which can be a harrowing journey in itself. Of course, truffles can be smelled downwind a ways, so it'll be hard to be secret unless they have some of the herb Fumitory. If they ask along the way about a maverick named Ginger, no one will have heard of him. When they finally get to the mountains, they will get their first positive response – well, not really positive. That is, most mountain animals they meet will have heard of Ginger, but many consider him to be the most evil animal that ever lived – worse than humans! He's poisoned birds, they say, attacked squirrels, driven mice out of their homes, used herbs to terrorize beaver, pikas, bats and deer, even!

It turns out Ginger is a bizarre rabbit. None of these rumors are true, but he *is* very strange. After a long search, Ginger's home is found: a vast labyrinthian cavern complex in the mountains. He has it well-trapped, and doesn't respond to any calls from outside; the adventurers must go in and find him.

Ginger is old, very old, but not infirm or senile. Ginger is a mutant, and has the Longevity advantage, as well as IQ 18. He has been studying humans for a long time (Anthropology and Poisons both at level 25) and has indeed experimented with human chemicals, but never to the harm of any other animal. He keeps tabs on any humans that *do* trap animals in the mountains, and raids their snares and baits to learn about them. He has been seen playing with these, and it was assumed he set them.

Ginger has a lone bunny assistant, Moose, who is almost as big and strong as the animal he's named after. Moose is totally dedicated to whatever Ginger suggests; he's almost as bright as the densest rabbit the PCs have ever met...

Ginger not only has the Absent-Minded disadvantage, but is also a Fanatic. He feels humans are the bane of the world, and should be exterminated. When the PCs find him, he is ready to begin his crusade to wipe humanity off the face of the earth. Naturally, he will try to enlist the player characters. He will assure them that if their king is truly grateful, he would of course expect them to join him on this mission. Whether or not he succeeds in this, he and Moose will set off to move a

large supply of poison to the nearest town. He plans to poison the water supply of towns and cities, one after the other, as long as he can keep going . . .

The Rabbit Factory

A seer in the warren has a disturbing dream one night. The many rabbit kittens that disappeared last new moon, he says, are still alive! (Note to GM: there are six.) They were captured by humans and are being held prisoner. They are being fattened up to be slaughtered and sold for meat! The dream makes the seer shudder as he describes row upon row of cages, stacked higher than he can count, all filled with rabbits waiting to be butchered . . .

The vision is quite fantastic, but the seer insists it was a "true" dream. He knows this human place is many miles to the east, and that the rabbits are in misery and shock.

The seer can be one of the PCs or an NPC, and should accompany the rescue party. Along the way, of course, the bold company is beset by many dangers, not the least of which is an increasing amount of human habitation. Luckily, however, the rabbit factory is near the outskirts of a large town, not in the center. Once there, the real test begins.

The factory is large – 20 times larger than the largest barn – and very sterile. Entrance will be difficult: they can't just waltz in through the main doors. There are a few side doors – always locked – and some vents, and there will be sewers. The vents are connected to the air circulation system, and will occasionally be dangerous as the system kicks on and off.

Thousands of rabbits are fed on bland pellets that are formulated to increase weight quickly. The cages are on wheels, and rabbits, two to a cage, are wheeled from one room to the next as they age and gain weight. The final room is, of course, the slaughterhouse and packaging plant. When the PCs arrive, the kittens from their warren, which were just weaned, are in a room somewhere near the early middle.



Rabbit King I: Bramble (Continued)

Large, healthy-looking, active, alert, friendly to warren members but appears intimidating to outsiders.

ST 15, DX 14, IQ 12, HT 12.

Speed 13, Move 13, Run 14.

Dodge 9.

Damage: Claw 1d+2; Bite 2d+3; Kick 2d.

Advantages: Alertness +2; Charisma +1; Combat Reflexes; Composed; Legal Enforcement Powers; Rapid Healing; Reputation (+1, Everyone: all the time); Status +3; Toughness 1.

Disadvantages: Duty to Warren; Honesty; Jealousy; Odious Personal Habit (vain); Sense of Duty (Warren)

Quirks: Meticulous about his appearance; Likes to discuss a beautiful doe while she's in earshot; Enjoys tousing with younger rabbits; Conscientious king.

Skills: Acrobatics-12; Acting-10; Administration-11; Anthropology-9; Architecture-10; Area Knowledge (large Area)-12; Bard-12; Bun Fu-15; Camouflage-13; Detect Lies-9; Diplomacy-10; Fast Draw (herb)-14; First Aid-11; Hedgewise-10; History-9; Leadership-14; Merchant-10; Naturalist-9; Psychology-9; Running-12; Savoir-Faire-14; Sex Appeal-12; Stealth-14; Strategy-10; Survival (plains)-14; Swimming-13; Tactics-9; Throwing-12; Tracking-12; Traps-10; Zoology-9.

Martial Arts Maneuvers: Feint-17; Ground Fighting-13; Jump Kick-14; Kicking-14; Ripping-15; Roll with Blow-14.

Languages: Common Avian-10; Common Carnivore-10; Common Lagomorph-12; Common Rodent-11; Lapine-12.

Bramble is active, charismatic, and likable. He works hard at being king, and knows every rabbit's name. He makes the rounds of the outposts himself everyday to be sure the Warren Watch is doing its job. Bramble often takes out new Hopliters to show them the ropes.

Bramble is genuinely concerned for the welfare of the warren. He has the long view, and is willing to sacrifice a few rabbits so long as the warren prospers. Thus, he may order suicide missions when it seems called for – but he'll truly mourn the loss.

Bramble is in his prime, and can lick any buck in the warren. He was the Captain of the Warren Watch before becoming king.



Rabbit King II: Peppermint

Older, average size, squints, moves a little stiffly.

ST 11, DX 12, IQ 13, HT 11.

Speed 11.5, Move 11, Run 12.

Dodge 6.

Damage: *Claw* 1d-2; *Bite* 1d+1; *Kick* 1d.

Advantages: Legal Enforcement Powers; Rapid Healing; Status +3; Strong Will +2; Voice.

Disadvantages: Absent-Mindedness; Bad Sight (Nearsighted); Cowardice; Dulled Nose (-1); Duty to warren; Laziness; Sense of Duty (Warren).

Quirks: Doesn't like to be corrected; Thinks he's still tough; Prefers the company of older rabbits; Proud of his language abilities.

Skills: Acting-15; Administration-15; Agronomy-11; Anthropology-15; Architecture-12; Area Knowledge-17; Bard-15; Brawling-13; Camouflage-13; Detect Lies-14; Diagnosis-11; Diplomacy-17; First Aid-12; Hedgewise-14; History-14; Interrogation-12; Law-14; Leadership-12; Merchant-12; Naturalist-14; Occultism-11; Oral Literature-10; Poisons-12; Psychology-14; Running-11; Savoir-Faire-15; Stealth-12; Strategy-13; Survival (plains)-15; Teaching-15; Tracking TL/R-11; Traps-12; Weather Sense-15; Zoology-15.

Languages: Common Avian-11; Common Carnivore-11; Common Cold-blooded-11; Common Lagomorph-13; Common Rodent-12; Common Ungulate-12; Lapine-13.

Peppermint represents a king who is old and respected, but past his prime. His mental powers are beginning to decline, but because he's ruled for so long, no one is willing to contest his decisions. While he still cares for the warren, he cares more for his personal comfort these days – he'll send others to investigate knotty problems.

In his day, he was probably like Bramble. For the past year, though, he hasn't gone out much. He relies on the reports of others, and therefore doesn't have as firm a grasp on things as Bramble would. Should a bunny with enough ambition come along, Peppermint is ripe for overthrow.

He can still make wise rulings, but it's possible he'll send the PCs on some foolish errand.

The cages are metal – no wood at all. Hopefully the group has an engineer along . . .

The vast majority of the rabbits in the factory were born there, and know no other life. They would be hesitant to accompany the PCs, and if freed, would probably hop aimlessly around the factory. Any that did yearn for freedom enough to go with the PCs would be extraordinarily dependent on the wild rabbits for *everything*: food, shelter, survival skills, protection, etc. However, there may be some other wild rabbits that were captured young (any adult wild rabbit would sicken and die in such an environment). These would be very eager to escape, but their youth would make them dependents – as are the kittens the PCs have come to rescue!

Alternate setting: instead of a food factory, the building could be the laboratory of a large cosmetic firm. Many cosmetic firms use rabbits to test makeup and lotions. A rabbit is partly shaved, and a substance spread on the skin. This is covered so the rabbit can't lick it, and the bunny strapped down so it can't tear off the bandage. Those lotions and ointments that burn and blister the rabbits' skin are sent back to the chemists for further development . . .

War!

This plot will only work if the PCs live in a fairly small warren with room to grow. Word has come via some neutral source – a wandering trader, for example – that another warren is unhappy with its current location. This fact wouldn't be bad in itself – except it is accompanied by the startling news that they plan to take over the PCs' home burrows!

The hostile warren may be too close to a new human settlement, or in swampy ground, or simply be overcrowded and only some of the rabbits will be moving out. How many? *Lots*, of course!

The PCs have numerous options, all of them risky. They can simply leave. They can try to infiltrate the other warren, claiming to be mavericks looking for a home. If they succeed in penetrating the opposing group, they can gather information about the coming war. Unfortunately, the key piece of information they need – how large an invading force – is beyond their arithmetical powers . . .

Once infiltrated, they could even try to sabotage the invasion. Are there dissatisfied rabbits within the bellicose warren? Is there another leader to support in a coup? Would rumors of how bad the target burrows are do any good? How about the ferocity of the inhabitants?

The player characters could also try to organize a resistance without leaving home. This would mean convincing most of their warren to fight – remember, most rabbits have the Edgy disadvantage, and are not naturally bellicose. Perhaps an ambush could be set, or traps within the burrows, or some other ruse. Is there a predator (or group of predators) who could be convinced that the other warren is weak and vulnerable right now? If the PCs seem to have predator allies, surely another warren would hesitate to attack them.

Variation: a seer could have a vision that only a Jackalope can settle the matter without bloodshed. The PCs then must go on a quest to the plains to find a Jackalope! If the plains are very far away, or over a mountain range, the war can be in the long-term planning stages.

The Princess Bride

On a lighter note, the adventurers may be sent as an escort for the king rabbit's daughter. She is going to be married to the king of a rival warren, thus politically cementing two warring factions.

What is she like? Perhaps a lovely doe, sad to be "sold" off to a rabbit she's never even met? (What if he's a brute and bully?) Does she fall in love with one

of the PCs? Or does she have a secret lover back in the home warren? If so, are the two of them planning to run away together, leaving the PCs to take the blame for her never being seen again?

Or is she a spoiled little brat who can only eat the best lettuce, not that wilted stuff you picked last night. "Get some more, now! And where is my truffle? I *always* have a truffle with my meal. Can't you make a better hole than this? The wind is coming right in, and when my father hears how poorly you've treated me, you'll be digging latrines for a moon . . ."

Or perhaps she's a mischievous scamp who is finally experiencing a little freedom. "Ah! This is the life! The open road with boon companions – come on, I want to see what it's like to raid a garden! Oh, don't be sissies: let's race to that tractor . . ." This one may be the hardest type to get to her intended husband! She undoubtedly has not only the Trickster disadvantage, but also Curiosity, Impulsiveness, Stubbornness and Overconfidence – and maybe even Very Beautiful and Compulsive Flirting . . .

And remember, the king probably has many daughters . . .

Variation: Instead of a spoiled daughter, the king is sending his spoiled son out on a raid. Your mission is to teach him the art of stealth, cunning, speed, etc., required to raid a garden successfully. He can be any kind of spoiled the GM wants: overconfident to cowardly, bully to wimp, know-it-all to low self-image. He'll probably get caught in a live trap and picked up by a human before they can get him out . . . He may even get caught in two different traps . . .

He may (or may not) turn out to be a fine rabbit – but probably not this year.

Lewis and Clark

Once a new warren has been dug out a bit and daily life is settling down to routine, the king rabbit calls in the PCs. It's a new moon: a time for new projects.

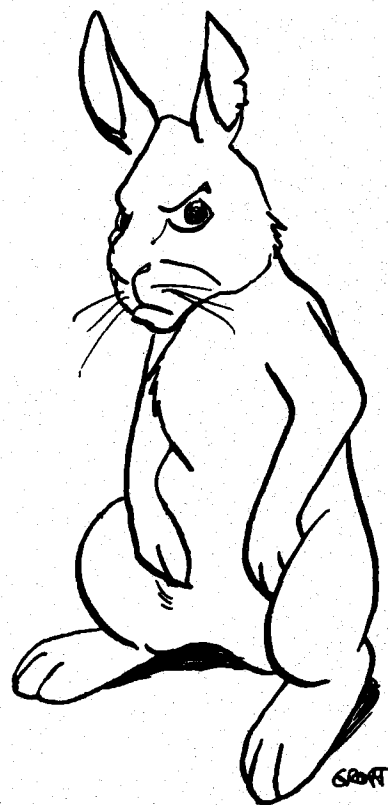
"I want you to go a very important mission," he says. "We recently came here from the east, of course, fleeing human expansion. We know nothing about this area, and if we're going to call it home, we need to learn as much as we can! I'm sending three groups out: north, south and west. I've chosen you to go west.

"Go until the moon is full, then come back by a different route. We need as much information as possible. Are there any other warrens out there? What are they like? What type of predators live there? Are they likely to come here? Are there any humans? Take an herbalist and scout out potential sources for herbs. And if you find a spot that would make an excellent warren, be sure to remember where it is! We may need it if the humans come this far . . ."

And so the mission begins. This campaign should proceed over several sessions. There will be lots to scout out – farms (and gardens, and traps, and poisons, and dogs . . .), a highway under construction, a National Forest (which may have loggers, herders, hikers, dirt bikes, etc.) – anything else the GM can think of. There will indeed be predators, lots of them! Some will be new to the rabbits, and they will need to observe their behavior for awhile. Are they venomous? Flying? Can they burrow? Whether or not they're likely to head toward the bunnies' new digs is up to the Game Master. Certainly the mongooses will try to track the PCs to find out where they come from . . .

There may be a swamp, there may be some low mountains. If not an actual warren, there will at least be mavericks of any nature the GM wishes. There may even be a town – or a prairie dog town! The explorers have to remember as much as they can so the king can evaluate possibilities.

When they finally get home, some of the information they gathered may need to be acted on. Or perhaps the king tells them that the other two scouting parties never returned, and would they mind finding out what happened . . .



Rabbit King III: Juniper

Extremely large, healthy, athletic build, handsome, severe-looking rabbit.

ST 16, DX 14, IQ 10, HT 13.

Speed 13.5, Move 13, Run 15.

Dodge 10.

Damage: Claw 1d+2, Bite 2d+3, Kick 2d.

Advantages: Alertness +2; Appearance (Attractive); Combat Reflexes; Composed; Empathy; High Pain Threshold; Legal Enforcement Powers; Rapid Healing; Status (+3); Strong Will (+2); Toughness 2; Unaffected by Loud Noises.

Disadvantages: Bad Temper; Bully; Duty to Warren; Intolerance (non-warren rabbits); Jealousy; Megalomania; Paranoia; Reputation (-2, Everyone, Always).

Skills: Acrobatics-15; Anthropology-8; Architecture-9; Area Knowledge (large area)-11; Bard-8; Bun Fu-16; Camouflage-10; Carousing-13; Climbing-14; Detect Lies-11; Diplomacy-7; Escape-12; Fast Draw (Herb)-14; First Aid-10; Hedgewise-9; Interrogation-11; Jumping-18; Leadership-13; Merchant-9; Naturalist-7; Navigation-9; Poisons-8; Psychology-12; Running-13; Savoir-Faire-12; Sex Appeal-12; Stealth-14; Strategy-13; Survival (plains)-12; Swimming-13; Tactics-15; Throwing-12; Tracking TL/R-11; Traps-9; Zoology-12.

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Rabbit King III: Juniper (Continued)

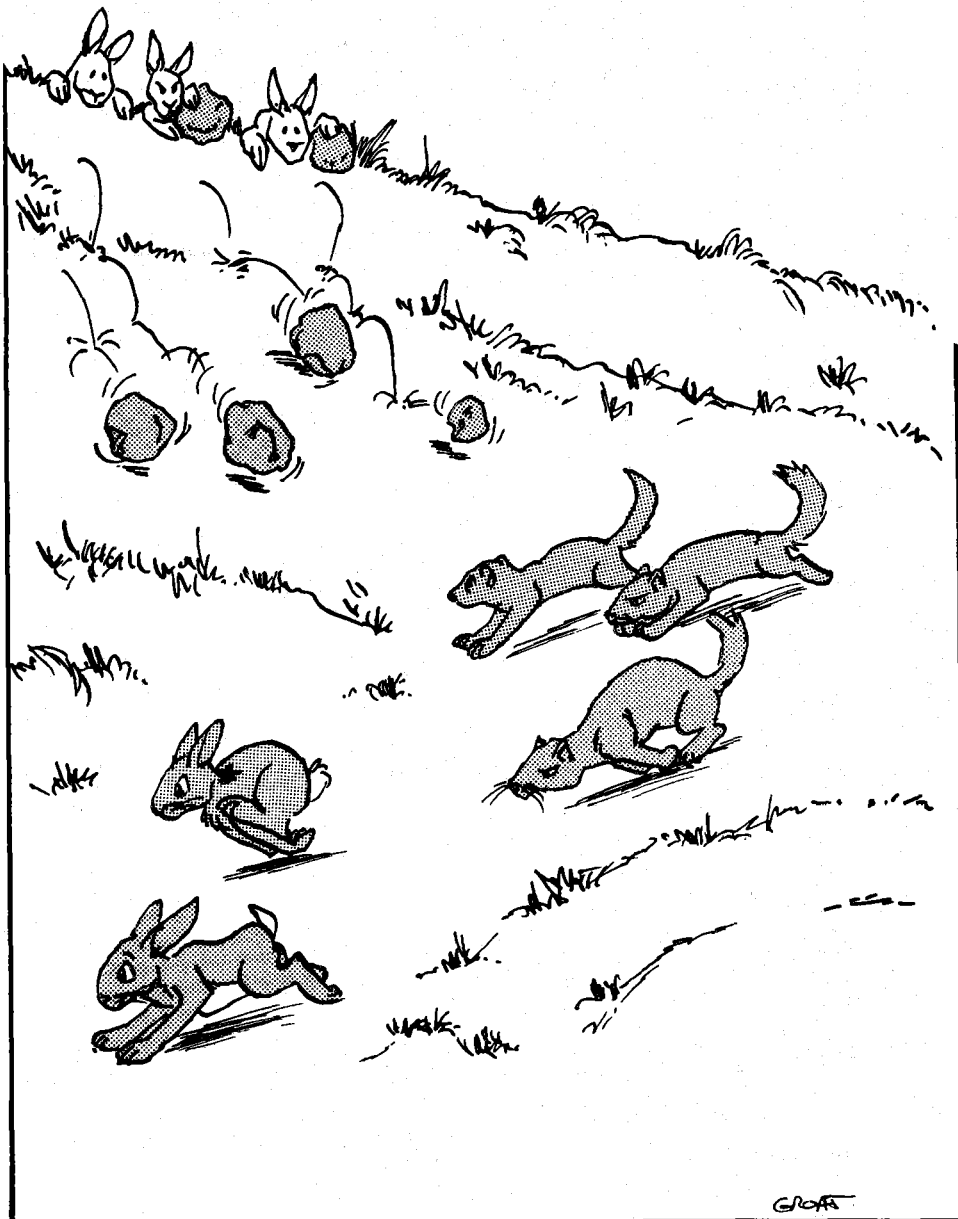
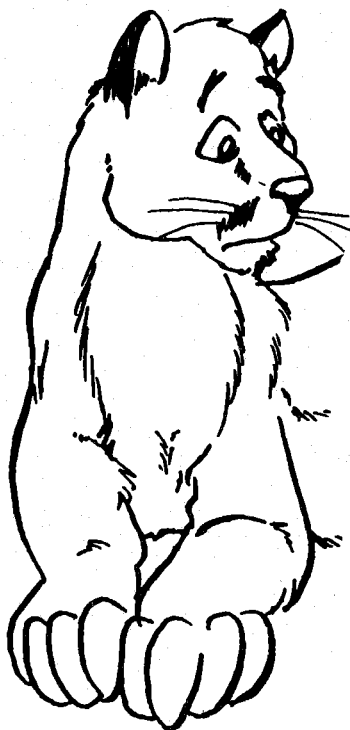
Martial Arts Maneuvers: Back Kick-15; Flying Jump Kick-14; Ground Fighting-15; Jump Kick-16; Kicking-16; Ripping-16; Roll with Blow-14.

Languages: Common Carnivore-8; Common Lagomorph-10; Lapine-10.

Juniper is a third type of king. He is very strong, a superb fighter and has a certain cunning. He's not very smart, really, but has a keen insight into rabbit nature that lets him see through other rabbits' plots and schemes. Due to his paranoia, of course, he sees these everywhere . . .

Juniper rules with an iron paw. He's not concerned so much with the health and prosperity of the warren as he is with keeping power. Of course, this means that he *does* want the warren to grow – but only as a power base for himself.

Juniper is likely to be suspicious of other bunnies' motives. Since the PCs are probably among the elite of the warren, they will be under his scrutiny both as potential officer material and as potential rivals for the throne. If they seem at all inclined to argue with him, they'll probably get sent on suicidal missions as often as needed . . .



The Lost Kitten

One day the rabbits come out of their burrows to hear a strange noise. It sounds like a plaintive squeak, but slightly ominous. Careful investigation will reveal a kitten, but not a rabbit kitten. This is a bobcat kitten! It is obviously too young to survive without milk, and is, in fact, crying to be nursed as they examine it.

Are any of the female characters (PC or NPC) moved to pity? Perhaps there is one who has lost her own kittens and is feeling pressure from unsuckled milk. Or will they just kill the thing, and congratulate themselves that there is one less enemy in the world?

There is no way of knowing what the PCs will do in a situation like this, of course. Should they kill it, you'd best have an alternate adventure ready. Perhaps an angry momcat will arrive! Bobcats don't ordinarily dig out burrows, but this one is out for revenge. Unless the rabbits can figure out how to get rid of her, she'll stay there for weeks trying to destroy the warren.

If the rabbits do take the kitten in, momcat need never appear. Perhaps she fell prey to some larger predator or disease. The bobcat kitten can be raised in the

warren for a while without any problems – but within a couple of weeks, things will get strange. It will undoubtedly imprint on one of the rabbits as its mother, and consider the rest of the warren as its siblings. But felines play much rougher with their brothers and sisters than rabbits do, and eventually it'll have to be weaned. It can't eat grass . . .

Cats need to be taught to hunt. Teaching the kitten to hunt can be a funny session; hopefully the PCs will stress that bobcats never eat rabbits! What they *do* eat is likely to strain the warren's relationships with its "neutral" neighbors . . .

Should they eventually raise the kitten to cathood, what will happen next? The rabbits might have a powerful ally – or they might have a bobcat who knows all the warren's weaknesses and suddenly develops a taste for rabbit!

The same plot could be done with a fox kit, dog or wolf puppy, etc. – whatever the GM is most comfortable with.

Bait

The king rabbit calls in his most trusted Warren Watch members who, of course, are the PCs. He has serious news: a group of mongooses has been terrorizing the western part of the warren lately, and he needs a crack team to eliminate this problem. He says a seer had a dream last night that some brave rabbits would serve as bait to lead the mongooses into an ambush. The ambush site was quite clear: a ravine about two miles from here. Once the mongooses are in there, waiting rabbits will roll rocks down on them, killing most and teaching the rest not to bother this warren anymore. The dream did not reveal what happened to the rabbits who led the mongooses into the ravine, however . . .

The details of getting the mongooses to the ravine are left up to the PCs, as are the details of surviving. The ravine has steep sides, and is a dead end. There are no caves that anyone knows of, but if they're quick – the situation is critical! – they may be able to explore it briefly.

The mongooses (over a dozen of them) will not easily be fooled. The decoy bunnies will have to think of at least three schemes before they finally bite (so to speak . . .). The GM should reward a truly clever way to survive the avalanche and any surviving mongooses; otherwise, they may very well be among the honored dead.

Variant: Alternately, the menace is a weasel or rattlesnake who is getting into the burrows regularly. The seer's vision was simply that some rabbits were able to lead the predator onto a hunter's gun. Whether the hunter bagged the rabbits as well as the predator in the dream is unknown . . .

The Missing Marvel

A high status NPC engineer has just come up with a marvel; the whole warren is talking about it! The gossip has it that this machine will make the warren safe from weasels, snakes, burrowing owls and other predators that are capable of going underground. Those that have seen it are suitably impressed, but words fail them when they try to describe it. ("Well, it has this big shiny thing, and some sticks, you see, and it moves like this" – arm goes down in a chopping motion – "when you come near it.")

When the PCs decide to have a look at this wonder themselves, it has been stolen! The inventor, whose name is Lobelia, is also missing, and the king rabbit is worried.

"I don't know whether this can be turned against us if it falls into a rival warren's paws," he says. "I'm not even sure who took it or why. But this is important! We *must* get that machine back! Oh, and we'd better have Lobelia back, too." He looks at the PCs meaningfully as he says this, expecting nods and an offer of help. . .

Adventure Concepts

Although rabbits tend not to be as caught up in gaining possessions as humans are, most other plots that work for games involving humans will work with bunnies.

For example: revenge. Perhaps the king of the PCs' warren has been injured or insulted by a rabbit from another warren. He may be incapacitated and unable to avenge himself, so he sends the PCs. Or they may be motivated out of their own Sense of Duty to the warren.

Likewise, perhaps there is a slur on the name of one of the player characters. Someone in the group has been falsely branded a coward – or traitor, or bumbling, incompetent chowderhead, etc. There should be a strong desire to clear one's name, whatever that may take. If any of the characters has the Code of Honor disadvantage, the GM can play on that, also.

Playing on disadvantages is actually a great way to get the characters involved in a plot. Do you have a Bad-Tempered PC? Everything starts to go wrong for him one day, until he loses control of his temper and has to atone for it . . . With human gardens around, Gluttony is an easy way to get a bunny into trouble – but how about Bully? Perhaps a small rabbit is actually either of high Status or a Bun Fu master. In either case, when the bully tries to browbeat him, things will backfire! A Gullible rabbit can be told there are unguarded carrots in the swamp, or that a certain bear has taken a vow of vegetarianism . . .

Escape is a good plot. There is plenty to escape from if you're a rabbit. Not only do humans constantly encroach upon the bunny world directly, there may be indirect repercussions of such actions. Predators may be ousted from their previous habitat to come live in the PCs' area, for example.

Rabbits can be threatened by so many things, that it's hard to list them all. If the PCs are all Warren Watch or Hoplites, they have an obligation to protect the warren. Kidnapped kittens can be cause for hysteria among does. What if the kittens are still alive? This would only be true if humans were the culprits – unless mongooses or rats had some nefarious plot to draw more bunnies out after their kittens, that is . . . Protection becomes rescue in this case.

Of course, simple greed still works for bunnies, too. Some rabbits simply like to amass truffles and valuable herbs . . .



Domestic Dog

More Adventure Concepts

Other possible plots can involve environmental catastrophes. Not only human disruption, but fires, earthquakes, avalanches, floods, overabundance of predators, etc. can make life miserable – and adventurous! – for a rabbit. Oftentimes, the warren may need to ally with a group of predators in this case. Someone has to be the ambassador – any Hoplites in the group?

Sometimes the PCs will need to seek a new home for the warren. They can be either advance scouts for the king, or members of a rebellious faction quitting the warren. *Watership Down* is an excellent model for this type of adventure, but much more could be done. What if the rabbits come to a large town, for example?

Spying on humans can be one of the most rewarding – and dangerous – tasks a smart bunny can do. You can pick up some good engineering tips from humans, especially the kind that live close to the earth. Boy Scouts know more about primitive machines than most tourists do, and poor farmers use tools rabbits can understand better than the ones used by wealthier farmers. A good king will have his Hoplites going to farms quite often, escorting engineers to see what they can learn.

Although dogs have been painted very black in this book, there are actually many dogs that want to *play* with rabbits rather than eat them! Not that a wild rabbit could tell the difference in a dog's behavior, since a dog's play tends to be rough. But what would the PCs do if a dog actually *rescued* a kitten from a fox and returned it safely to the warren?

The tracks are not hard to follow for awhile. Something heavy has been dragged toward the north. When it reaches a well-used trail, however, the PCs can't seem to pick up the spoor again. An Area Knowledge roll will reveal at least three suspects in this direction: an unfriendly warren, a woods where mongooses live, and a farm with both humans and rats. The GM should pick one of the three – or possibly a fourth if he can think of one.

If the warren is responsible, they have no ambitions against the home warren. They merely want this protective device for their own. They have probably bought off Lobelia, who isn't as highly thought of as he deserves (in his opinion) back home. Lobelia might be held under duress, however. Either way, the PCs' mission is to retrieve the item *and* the inventor . . .

The mongooses' motives are simple if they are the culprits: remove a potentially deadly device *and* lure some rabbits into their woods at the same time! Lobelia might be being held for bait, or might have been yesterday's dinner by this time . . .

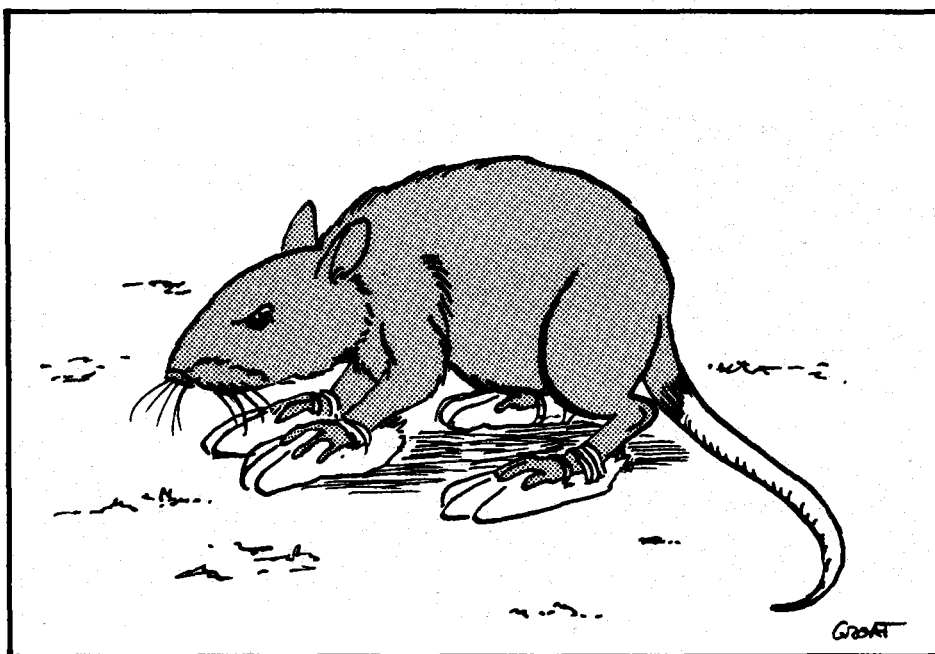
If the machine is at the farm, it's more likely the work of the rats than a human. Rats are clever creatures (see *Softly, Now*, p. 100) and have some engineering skills of their own. They are always quick to hear of new inventions (birds are notorious gossips) and want to be on top of the latest developments. Lobelia will be a prisoner – they'll try to torture everything he knows out of him – and the machine may be in parts as they analyze it. It'll be in a deserted out-building, perhaps in an old root cellar. They want the machine to keep cats out. The rats will have many traps set up, and will be expert ambushers if any party of rabbits is bold enough to enter their domain.

The machine, by the way, is a guillotine! It doesn't work very well, being more dangerous to set up than to trip. Lobelia, a rather cranky, foolish sort, frankly deserves whatever slights the king has given him, real or imagined . . .

Raid!

As a variant on the previous scenario, instead of an inventor and his machine being kidnapped, it might be that rabbits from another warren have raided the PCs' home warren for their does, or truffle stockpile, or stash of Herbs . . .

The catch in this case, however, is to avoid open warfare. The other warren is clearly superior; even non-arithmetical rabbits can see when they get there that the burrow openings cover an area much greater than the home warren. They have to



get their property or does back without the other rabbits suspecting that anyone from their warren did it . . .

Coup

The king rabbit hears rumors of a plot to overthrow him! The warren in this case might be so big that he can't rule it all closely. Perhaps the infamous West End of the burrow is the heart of the rebellion. The player characters are sent to investigate, infiltrate and destroy any cabal plotting against the king.

When they get there, there is indeed a strong faction opposed to the king – but they don't seem to be wild-eyed radicals. They have serious grievances and the king has ignored their petitions for the past few moons. Perhaps the local Warren Watch is corrupt, stealing does and food from the weaker bucks. Or there are predators shamelessly taking rabbits while the Warren Watch is busy elsewhere.

Do the PCs join the rebellion? Or do they support the current king? Will they become the voice of reason, trying to open communication between the two factions? Investigation of the Warren Watch reveals something fishy, all right. Are these Watchers under orders from another warren, sent to sow dissent? Or are they simply lazy, greedy oafs who should know better but don't . . . A puzzle to solve.

Nobody Home

When the PCs are sent west on a routine trading mission to a friendly warren, they find it empty. Nobody home: no bodies, no blood, no sign of a scuffle. There is an ominous silence, and the air is very tense.

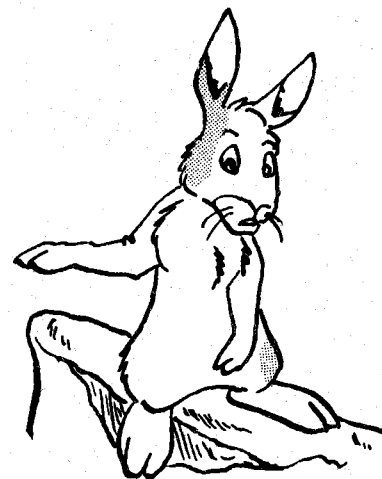
Any attempts to get information out of birds will reveal there are no birds around either! Tracking rolls will reveal normal rabbit track patterns, but no overt signs of predators. A very good roll will reveal that all of the latest tracks go in the same direction: north. Critical success, however, reveals that some of the "rabbit" tracks, also going north, are too light for their size!

Hopefully the PCs will hit upon following the tracks. Only the tracks to the north get stronger; all others get weaker as they progress. The tracks all lead into the deep woods, which is almost as ominously silent as the meadow the warren was in. Actually, there are various muted scuttlings and scurryings and the flapping of leathery wings throughout their journey, but they never come face to face with any living creature.

Eventually the tracks lead to a ruined human farm. The buildings all look haunted; those still standing may collapse at any minute. The adventurers are being watched from cracks in various walls, though only a critical success on a Vision roll will reveal this.

The place is infested with rats. These rats had Critical Success while making a large batch of herbs, and got a non-repeatable serendipitous result. They made a breathed herb that worked over a large area, and made whoever breathed it follow any orders they heard for two hours. The rats have worked out a deal with the forest mongoose tribe. The rats tied fake rabbits' feet to their own feet when they raided the warren. Releasing the herb, they then commanded the warren to follow them, and led them to this abandoned farm. (The breathed herb drifted upwards and affected the birds, who flew above the procession! They are in another cellar, and the rats aren't quite sure what to do with them yet.) The herb has now worn off, and the terrified rabbits are locked in a cellar, awaiting the mongoose hordes.

The mongooses have promised lots of truffles to the rats. (Rats, like rabbits, love truffles, while mongooses think them boring – they prefer to eat rabbits.) At this point, the rats are simply awaiting the truffle delivery – but the mongooses have no intention of coming through on their promise. They only have a few truffles covering a large quantity of ordinary mushrooms (some are poisonous – they just grabbed the first ones they could find). They are hoping the rats won't



Campaign Crossovers

Bunnies & Burrows presents some interesting possibilities for mixing with other genres.

In general, it will be very difficult to bring human PCs from other games into *B&B*. The only way this can really be accomplished is either through magic or super-science. In the former, the PCs may either be reduced to the size of rabbits, or actually changed into rabbits. Using super-science, the easiest way to use existing humans is to have their minds transferred into rabbits, which is also possible with magic, of course.

However, a more accessible cross-genre game can be run if you just consider the PCs as rabbits. In this case, there is really no need to set the game in the present. Why not *Bunnies & Burrows Old West*? Or any of the other historical worldbooks? Or *B&B* set in a fantasy setting? Imagine having to raid a mage's garden, or search a dragon's lair!

Science fiction presents some very promising situations. One possibility is that the characters are ordinary rabbits in the present who meet recently-landed aliens. Perhaps the aliens mistake the PCs for the ruling species – or perhaps they're superb hunters . . . At any rate, the GM can easily insert his or her favorite alien(s) from any SF movie or book. And if the GM chooses to play *GURPS Uplift B&B*, the PCs might be a client species early in the uplift process . . .

Or perhaps the rabbits are sent along as "fresh meat" for astronauts, but escape onto an unknown planet – or space city. In this case, anything from *GURPS Space Bestiary* becomes another race to introduce the rabbits to!

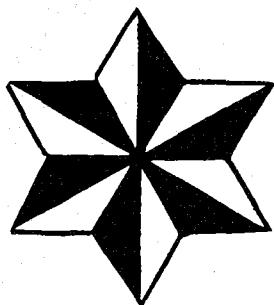
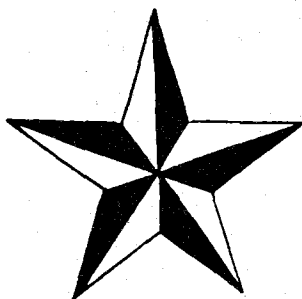
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Campaign Crossovers (Continued)

Superhero rabbits are discussed on p. 65. Swashbuckling rabbits will be very difficult to do: the genre really requires thumbs. Swinging on ropes, fencing, riding, carving initials – all of these things are really beyond *B&B* rabbits – unless the GM and players desire otherwise, of course! But there's no reason why bunnies can't have swashbuckling *attitudes*. There might be a group of rabbits named after a small wayside flower who perform daring deeds of rescue . . . The Scarlet Pimpernels. Are the PCs good enough to belong?

GURPS Ice Age has real potential as a *B&B* setting. There isn't that much tech level difference, for one thing! Maybe if evolution had taken just a slightly different turn . . . *these* rabbits can give Homo Erectus a run for his money!

One of the likeliest possibilities, however, is a *GURPS Horror-B&B* game. *Bunnicula*, for example, postulates a vampire bunny! (See *Bibliography*, p. 117.) Other staples of the horror genre are easily adapted to *B&B* also: were-bunnies who turn into foxes, ghost rabbits, ghoulish swamp-dwelling things that rise out of the ooze as a bunny approaches, living-dead rabbits, Things Bunnies Were Not Meant to Know, demonic creatures that invade a burrow from *underneath*, and many others too terrible to talk about!



check the whole sack until the mongooses have herded the rabbits out – but rats are suspicious by nature, and most certainly *will* check the sack!

The PCs may be able to capitalize on the resulting fight – if they have the luck to wait that long. They arrive before the mongooses do. The farm is heavily trapped – rats have Paranoia – and lots of sentries are posted. There are *lots* of rats, and lots of mongooses, and a lot of terrified bunnies in a cellar. The rats have enough hypnotic herb left to dose the whole cellarful of rabbits one more time – that's their plan if the mongooses come through with truffles.

The Demon Kings

This plot is shamelessly stolen from the excellent science fiction series of a similar name (the *Demon Princes* series, by Jack Vance). It is only appropriate for those groups that love combat, as there will be lots of it over the next few sessions! They'd better have some *clever* bunnies, too, . . .

When the PCs return home from a routine garden raid, they find the warren totally destroyed. Lots of blood and signs of struggle (most of the tunnels are ripped up), but no bodies.

A very timid and horrified bird haltingly tells them it was awful: a band of four different species of predators came united to destroy the warren! There were wolves, badgers, weasels and hawks. The wolves stationed themselves at each tunnel entrance, while the weasels went below to flush rabbits out. The badgers ripped up the chambers, and hawks dove on any rabbits that managed to evade the wolves. There were no survivors.

After the carnage, the predators divided up the bodies. This was done by a king of each species: extra large, cunning and vicious members of their clans. They then shook paws (and talons), and the predators went their separate ways to devour the warren.

No, the bird had never seen the individual kings before. He can tell the rabbits which way each group went, but that's all.

The next few scenarios (at least four, if the GM plans it right) should be devoted to hunting down and killing the "Demon Kings" – the four kings who planned this unnatural and devastating venture. Once these four are destroyed, the predators will never again band together like that. How they manage to find out who the Demon Kings are and finally kill them is entirely up to the players . . .

Starquest

A seer has a troubling dream: the warren is in great danger! Humans are coming with traps and poison to kill every rabbit in the warren. Only a star can save the warren. He clearly sees a many-pointed star shape come down from the sky and drive the humans away. With that, he wakes up, and reports his dream to the king.

The PCs are sent by the king to seek out a star, whatever that may mean. Since rabbits aren't likely to see the natural stars as pointed objects, the seer may not use that term. He can scratch the shape in the dirt, however.

Seeking a star in the wilds won't reveal anything, nor will searching the local farm. However, after they have tried these things and failed, they should come to a highway. Sitting by the side of the road will be one of the large, noisy machines the humans ride around in – with a large star on the side! Next to it will be a human wearing a small star of metal on his chest!

The trick is to get the sheriff back to the warren site in time to catch the lawbreaking poachers. Some local yahoos have decided that selling rabbit furs will be a quick and easy way to make some money, and so what if they wipe out an entire warren? So what if the use of poison gas is against the law? Who cares if it's not rabbit hunting season? The man with the star, that's who . . .

Something Fishy

Plague! The warren is beset by a plague of the Shakes (see p. 81) one rainy year. A seer dreams that if a certain kind of fish is brought to the swamp downstream, the plague will stop. The fish can be found to the east, in a small city . . .

If there is a player character seer, this is the one that has the dream. Otherwise, send an NPC seer along. The seer knows the general area the fish is to be found, and will feel a slight pull if he can concentrate undisturbed for 10 seconds at a time. The dream distinctly showed rabbits carrying these fish in a clear plastic bag, like they often see lying by the side of a road. Better bring someone who speaks Common Coldblooded or Piscine . . .

The Shakes are carried by mosquitoes, of course. The wet spring and early summer has produced a bumper crop of mosquitoes, which have infested the warren. The species of fish is *gambusia* (not that the rabbits would know) which actually does exist. They are small fish that live in shallow water and eat mosquito larvae. While they are not usually found in cities, the closest source happens to be at a university biology pond where they are being studied. The males are about an inch long, and the females two inches.

Although not downtown, the university is fairly deep in the city. It will be quite a journey getting there – dogs, rats, cats, kids, cars, psychos – the whole works. There is a river flowing through the city that passes fairly close to the college, however – that may be their best bet.

Once there, they have to convince the fish to join them – or somehow catch them! Actually, they should be able to convince some to come, if they describe the vast quantities of mosquitoes. Not that the rabbits understand that the fish eat mosquito larvae – they only know they have to bring these fish to the swamp. The fish know what their favorite food is, of course, and may very well mention it in the conversation.

A supply of plastic bags will have to be procured (they'll rip along the way). Fortunately, the fish are small. They can only live in a plastic bag for about four hours before needing the water changed, however, and the last two hours will be very uncomfortable for them. There will have to be numerous stops at streams, ponds, rivers, etc., while the fish catch a bite to eat and the water is changed. Thorns, branches, sharp rocks in holes – all these things may cause a leak, and need to be attended to *immediately!* A pursuing fox can wreak havoc with their plans, and foxes are out there, of course, as well as other predators . . .

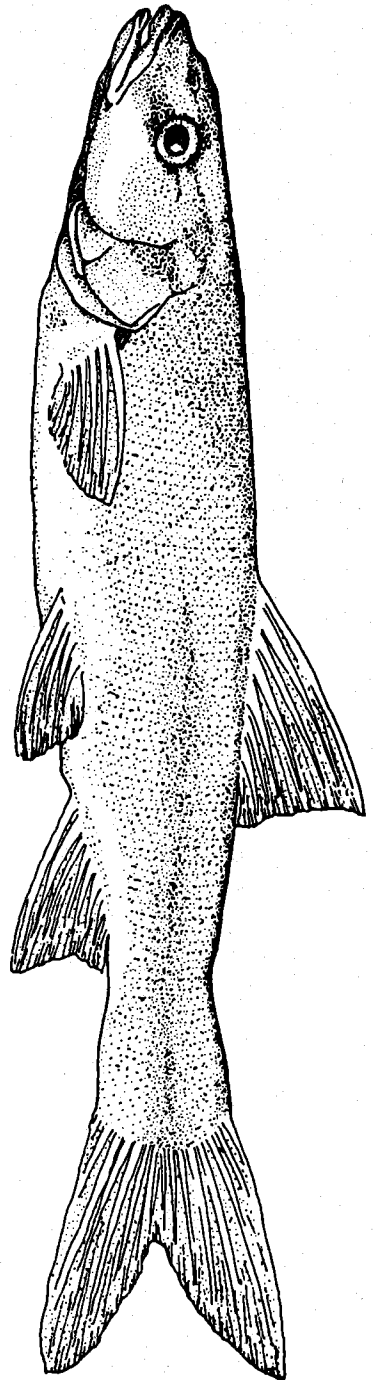
They can opt to travel via the river, "herding" the fish, but these fish are considered tasty to *lots* of water predators, such as trout, bass, pike, pickerel, snapping turtles, etc.

Water is *heavy*. They'll need at least a quart (human measure) for every two fish, which weighs 80 rabbit pounds. They should have at least 8 fish to have a decent breeding stock (though neither the rabbits nor fish can count that high), and hopefully they won't all be the same sex . . .

Besmitched!

Once the player characters have performed a few fantastic deeds, they start to develop a reputation. They can't help but have bunnies talk about them after they've saved the warren a few times. Even other warrens have heard of these adventurers, and it might get to their heads.

It will also come as a bit of a shock to hear they've turned bandit! Rumors start to come in that the PCs have been seen holding up rabbits and stealing their vegetables, herbs and truffles! More than one wandering trader comes to the warren in an outrage, demanding reparation and that the PCs be punished. There are so many witnesses that even the heroes' most trusted friends begin to look at them with suspicion.





Adventure Seed: *Hubris*

Stories are great for passing the long winter nights. Sometimes the stories get a little outrageous, but that's okay. Until boasting becomes involved . . .

This plot will only work if there is a rabbit theology. All of the PCs have boasted too much one winter tale-swapping session. Perhaps the Wild Thyme they were indulging in was a bit too strong. They all claimed they could outwit even the Moon (or Sun, or whatever passes for a rabbit deity in the game-world). A rabbit theologian (with known Seer abilities) has overheard, and announces in a shocked voice that they have blasphemed, and death will come to the warren unless they make amends.

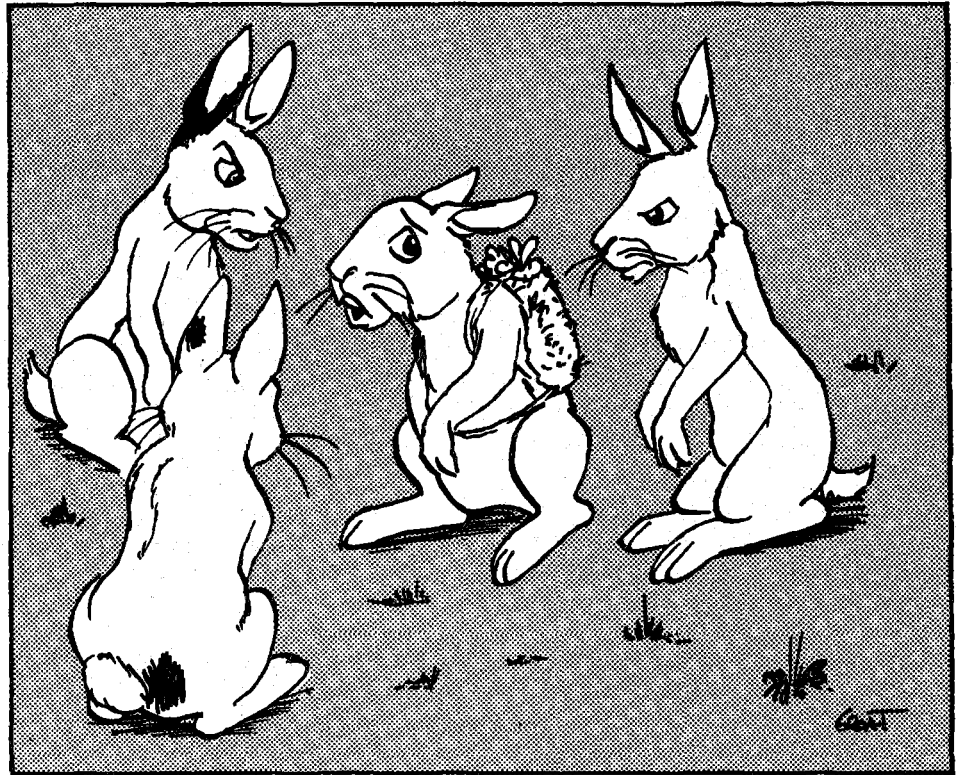
Abashed, they seek the counsel of the most respected Seer in the warren, who assures them that the Moon is indeed very angry at the warren, and will bring a large horde of enemies to bear over the next month (phase of the moon). The only way to avoid this calamity is to appease the Moon.

The seer then requests a vision of the Moon that sleeping period, and informs the PCs the next day that there is only way they can avoid the Moon's anger. There is an ancient Moonstone set deep in the forest that covers the mountains to the north. This Moonstone was set up by humans long ago, and consists of a large crescent-shaped rock balanced on another boulder. The Moonstone is now in danger of being destroyed by humans who no longer worship the Moon. The boasting rabbits must journey to the Moonstone and stop the human bulldozers that are planning on destroying it.

GM: the humans are planning on building a ski resort there, and the Moonstone lies in the path of one of the runs. The PCs need to somehow sabotage either the whole project, or that particular run.

Of course, there is a group of rabbits who have decided to capitalize on the fame of our favorite adventurers. They look roughly like the PCs, and one of them has an excellent disguise skill to complete the illusion. They'd originally used the identification to get rabbits to stop and talk with them, then casually held them up. Now that the bad reputation is getting around, they just bound out of the bushes, announce who they're pretending to be, and require payment to prevent a few broken heads.

This group will be good fighters – it should be a very close match. (In fact, you could just use the PCs' own stats!) Provided they can be tracked down at all, that is . . . They are very clever, and have a burrow with secret entrances and lots of traps for the unwary . . .



Rabbit's Foot

A seer has a troubling dream. The late rabbit king, who disappeared last year, is not happy in the Otherworld. He can't leap and hop with the best of them. It seems his foot was taken from his body, and through some human ritual, all of his spirit luck was invested in the foot. Thus his spirit in the Otherworld has no foot, and no luck, and is very unhappy. His foot has to be brought back to the warren and buried near his old burrow.

This was a very popular king, and the PCs knew and loved him well. The seer had a dream that the foot was in a house in the nearby town, and is considered a lucky talisman by the human who has it.

The seer can be an NPC or PC, if there is one available. Sense of Duty to Warren should be enough to get the party involved in this adventure. Breaking and entering into the house should be the hard part.

Does the family have a dog, cat or both? Pet rabbits who *like* it there, and may convince the wild rabbits to stay? Which family member has the rabbit's foot? A ten-year-old boy? What would he think of rabbits trying to steal his lucky rabbit's foot? Would he feel sorry for them, and freely give it back (if they can communicate that they want it) or would he see this as an opportunity to get even more rabbits' feet?

BIBLIOGRAPHY

Here are some of the more useful and entertaining books that may help a Game Master run a better campaign. Needless to say, there are many more books than those listed here – animal stories are extremely popular! And not just anthropomorphic stories: reading nature-loving writers such as Thoreau, John Muir, John Burroughs, Rachel Carson, Konrad Lorenz, etc., can enhance your understanding of animals and their interactions in general.

*Especially recommended reading!

Fiction, Non-Fingered

*Adams, Richard, *Watership Down*, 1972, etc. Exciting and well-written – if you only read one book on this list, make it this one!

Adams, Richard, *The Plague Dogs*, 1978. Two dogs, suspected of carrying a disease, are hunted by humans.

*Andrews, Allen, *The Pig Plantagenet*, 1980. The story of a Medieval pig who saves the creatures of the forest. The sequel, *Castle Crespian*, is almost as good.

Brown, Philip, *Uncle Whiskers*, 1974. This champion rabbit-catching cat had only 2½ legs!

Burnford, Shiela, *Incredible Journey*, 1961. The story of two dogs and cat journeying through a wilderness.

Horwood, William, *Duncton Wood*, 1980. Moles in an existential struggle.

Jefferies, Richard, *Wood Magic*, 1881, 1969. Hard reading by today's standards, yet worth it for the wonderful characters and plot. The weasel has a Fast-Talk skill of 25!

*Kipling, Rudyard, *The Jungle Books*, 1894, etc. Good characterizations, though the heroes are predators. See also his short story "Rikki-Tikki-Tavi."

Wangerin, Walter, *Book of the Dun Cow*, 1978. An epic struggle against a demonic evil: a cockatrice!

Williams, Tad, *Tailchaser's Song*, 1985. The dramatic search of a cat for a lost friend.

*Wrightson, Patricia, *Moon Dark*, 1987. A domestic dog joins with the wild animals to save the environment.

Fiction, Fingered

*Breathed, Berke, *The Night of the Mary Kay Commandos*, 1989. Opus the Penguin journeys into a cosmetics testing lab.

Clifford, Sandy, *The Roquefort Gang*, 1981. Rescuing mice captured for laboratory experiments.

*Grahame, Kenneth, *The Wind in the Willows*, 1908, etc. Wonderfully detailed characters: Toad, Ratty, Mole, Badger, the weasels and stoats...

Hancock, Neil, *Dragon Winter*, 1978. Badgers and otters seek a legendary bear to fight off wolves.

Howe, Deborah & James, *Bunnica*, 1979. There's not much here, alas, except the marvelous concept of a vampire bunny!

*Lawson, Robert, *Rabbit Hill*, 1944. Excellent for a sporting rabbit's view of dogs as exercise! The sequel, also good, is *The Tough Winter*.

Norton, Mary, *The Borrowers*, 1953, etc. Not really animal books, the six volumes relate the struggles of a group of humans smaller than rabbits. They're worth reading for the many creative uses of common household items.

*O'Brien, Richard C., *Mrs. Frisby and the Rats of NIMH*, 1971. Likable rats, hunted by paranoid humans. The story of their escape from NIMH is a great plot.

Seidler, Tor, *A Rat's Tale*, 1986. Heroism and romance in the sewers of New York.

*Sharp, Margery, *The Rescuers*, 1959, etc. Members of the Prisoners' Aid Society rescue a poet. Great characters.

White, E.B., *The Trumpet of the Swan*, 1970. A mute trumpeter swan gets a human's trumpet to court his true love. The author also wrote other animal books that are very good.

Trickster Tales

Look for scattered trickster stories in anthologies of tales of the Native Americans, Africans, Australian Aborigines, etc.

Brer Rabbit Stories

*Harris, Joel Chandler, *Complete Tales of Uncle Remus*, 1955. Superb! This edition contains a glossary to help with the thick dialect. For those uninterested in the authentic language, the following are modernized, more readable versions:

Lester, Julius, *The Adventures of Brer Rabbit*, 1987. Three volumes. Slightly toned down from the original.

Parks, Van Dyke, *Jump!*, 1986. Two volumes. This contains fewer tales than the Lester version, but they're closer to the spirit of the original stories.

Other Trickster Stories

Abrahams, Roger D., *Afro-American Folk Tales*, 1985. A collection that includes several trickster tales.

Hastings, Selina, *Reynard the Fox*, 1990. The most readable modern retelling of the medieval trickster tales. Slightly bowdlerized.

Jaquith, Priscilla, *Bo Rabbit Smart for True*, 1981. A thin but fine collection of stories from the Gullah people of Georgia.

Kesey, Ken, *Little Tricker the Squirrel Meets Big Double the Bear*, 1990. This bear can't be beaten – but he can be tricked!

*Sturton, Hugh, *Zomo the Rabbit*, 1966. Zomo is easily the most disgraceful, scandalous, outrageous, wonderful trickster of the bunch! From Nigeria.

Thompson, Stith, *Tales of the North American Indians*, 1929, etc. (collection).

Todd, Loreto, *Tortoise the Trickster*, 1979. From Africa.

Zitkala-Sa, *Old Indian Legends*, 1901 & 1985. Another collection of various tales.

Nature and Zoology Books

Beebe, William, *The Book of Naturalists*, 1988. A collection of nature writing from ancient times to the present.

Gotch, A. F., *Mammals – Their Latin Names Explained*, 1979. The most entertaining book on classification, for those who want to rewrite the language table.

Grange, Wallace B., *Those of the Forest*, 1953, 1967. Follow a snowshoe hare through the seasons. A bit dry, but useful.

*Grzimek, Bernhard, *Grzimek's Encyclopedia of Mammals*, 1989. A very useful and beautiful five-volume work.

Lockley, Ronald, *Private Life of the Rabbit*, 1964, etc. The book that inspired *Watership Down*.

Seton, Ernest T., *Animals Worth Knowing*, 1909, etc. Seton is a very readable naturalist who knows animals well.

*Seton, Ernest T., *Lives of Game Animals*, 1925. A fascinating four-volume set about North American animals.

Walker, Ernest, *Mammals of the World*, 1933, etc. Dryer but more concise than Grzimek; contains more hard data.

For the Engineers

Burstall, Aubrey F., *Simple Working Models of Historic Machines*, 1968. A highly-skilled rabbit might be able to make 20% of these machines.

*James, Elizabeth, *The Simple Facts of Simple Machines*, 1975. An excellent introduction to rabbit-level engineering!

Landels, J. G., *Engineering in the Ancient World*, 1978. A very good discussion – again, a rabbit could only achieve a small portion of this.

APPENDIX

"Nothing gives such weight and dignity to a book as an Appendix."

— Herodotus, as quoted by Mark Twain

Familiar Herb List Name _____ Botany _____ Herbary _____

Modes: I (Ingested) B (Breathed) C (Contact) S (Special)

Qty.	Herb Name	Mode	Clarity	Prep	Notes

Sample Bunnies

The six sample characters are all 100-point bunnies. All are suitable for player characters – in fact, they make a balanced team, and can be used at conventions or to start off play at home. Movement has been figured by the rules on p. 19, and damage by the rules in Chapter 6.

Only three Quirks have been filled in for each rabbit to allow for customization. Any of the Quirks may be changed before play begins, of course. All of the characters have Sense of Duty to the Warren. This is an easy adventure "hook" for running games at a convention, when you don't

have time to thoroughly roleplay getting the characters involved. This disadvantage may be changed before play begins for any other -10-point disadvantage if the GM is willing.

Note that though two of these rabbits are female and four are male, there is nothing inherent in the structure of any of them that demands they be one certain sex. Any of these characters can be played as male or female – the only adjustments necessary will be to Architecture skill (see p. 25) and possibly a Quirk or two.

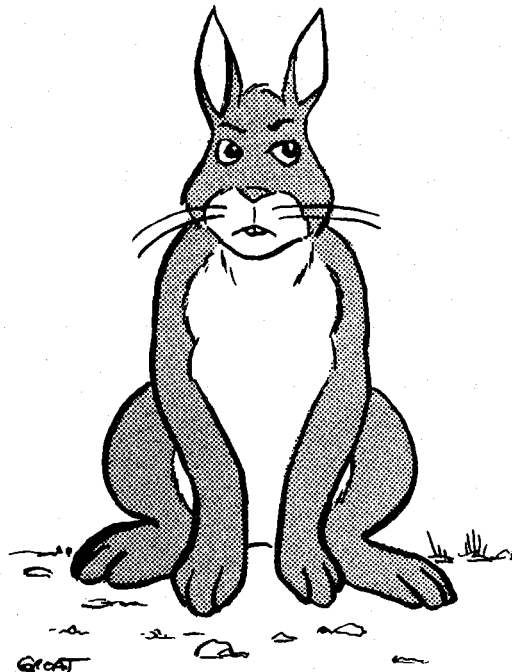
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CHARACTER SHEET

Name OAKROOT Player
 Appearance BIGBLICK, ATHLETIC-LOOKING, STURDY
 Character Story SOLID & RELIABLE. WARREN WATCH
GUARD WHO KNOWS HE CAN DO ANY JOB.

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost	ST 12	FATIGUE
20		
	DX 13	BASIC DAMAGE
30		Thrust: 1d-1
	IQ 9	Swing: 1d+2
-10		
	HT 12	HITS TAKEN
20		
	Mvmt	BASIC SPEED 12.5 MOVE 12
		(HT+DX)/4 Basic - Enc. run 14
	ENCUMBRANCE in R-lbs	PASSIVE DEFENSE
	None (0) = 2xST 24	Armor: —
	Light (1) = 4xST 48	Shield: —
	Med (2) = 6xST 72	
	Hvy (3) = 12xST 144	TOTAL —
	X-hvy (4) = 20xST 240	



REACTION +/- +1

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
11	—	—
= Move	Weapon/2	Shield/2

DAMAGE RESISTANCE	
Armor	TOTAL
TOUGHNESS: 1	1

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.

ATTACK MODES:				
claw	1d	15		
Bite	2 d+1	15		
Kick	1d+2	14		

SKILLS	Pt. Cost	Level
Acrobatics	4	13
Area Knowledge (small area)	1/2	8
Bun Fu	16	15
camouflage	—	9
Climbing	1	11
Fast Draw Herb	1	14
Running	—	12
Savoir-Faire	—	11
Stealth	—	13
Survival: Plains	—	9
Tactics	8	11
Throwing	2	12
Traps	1/2	7

Acrobatics Maneuver
 Team Acrobatics 1 12

Martial Arts Maneuvers
 Flying Jump Kick 1 10
 Jump Kick 2 13
 Kicking 1 14
 Ripping 1 14

Languages:
 common carnivore 1/2 7
 common cold-blooded 1/2 7
 common Lagomorph - 9
 Lapine - 9

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
+15	Combat Reflexes
+5	composed
+10	High Pain Threshold
+5	Status 1: Warren Watch
+10	Toughness
—	Brontophobia
-10	Duty to Warren on 10 or less
-10	Gullibility
-10	Overconfidence
-10	sense of duty: Warren
-1	Sharpens claws on stones
-1	Ambition: Beat a Fox
-1	Bird Watcher!
-1	
-1	

Totals: \$ Lbs.

WEAPON RANGES				
Weapon	SS	ACC	1/4 DMG	MAX

SUMMARY	Point Total
Attributes	60
Advantages	45
Disadvantages	-40
Quirks	-5
Skills	40
TOTAL	100

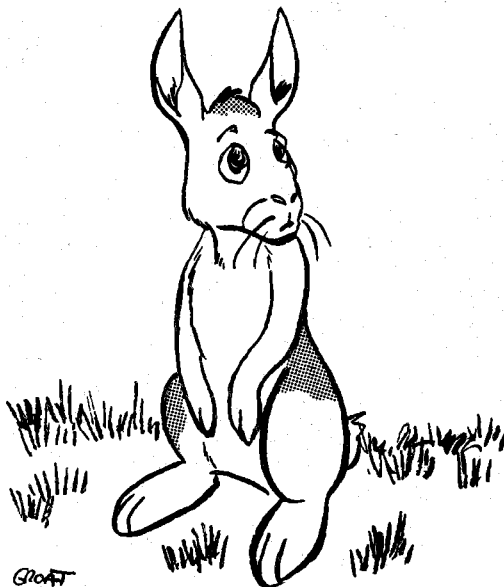
GURPS®

CHARACTER SHEET

Name SPRIG Player _____
 Appearance BUCK, SKINNY, ALMOST LOOKS UNHEALTHY
 Character Story SEER WHO HAS SAVED THE WARREN
IN THE PAST. THE KING LISTENS TO HIM!

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost	ST 10	FATIGUE
-	DX 12	BASIC DAMAGE
20	IQ 14	Thrust: 1d-2
45	HT 9	Swing: 1d
-10	Mvmt	HITS TAKEN
	BASIC SPEED 10.5 (HT+DX)/4	MOVE 10 RUN 11
	ENCUMBRANCE IN R-lbs	PASSIVE DEFENSE
	None (0) = 2xST 20	Armor: _____
	Light (1) = 4xST 40	Shield: _____
	Med (2) = 6xST 60	TOTAL _____
	Hvy (3) = 12xST 120	
	X-hvy (4) = 20xST 200	



REACTION +/- +1

SKILLS	Pt. Cost	Level
Anthropology	1	11
Architecture	1/2	12
Area Knowledge (small area)	1/2	13
Camouflage	-	14
Detect Lies	1/2	15
Naturalist	1/2	11
Occultism	1/2	12
Running	-	9
Savoir-Faire	-	16
Stealth	-	12
Survival: Plains	-	14
Weather Sense	1/2	12
Zoology	1/2	11

ESP Skills	Pt. Cost	Level
Preognition	6	15
Psychometry	1	12
Seeker Sense	1	12

Telepathy Skills:	Pt. Cost	Level
Emotion Sense	1	12
Instill Fear	6	15
Telereceive	2	13
Telescan	2	13
Telesend	6	15

Languages	Pt. Cost	Level
Lapine	-	14
common Lagomorph	-	14
Arachnine	1/2	11
common Arthropod	1/2	12
common insectivore	1/2	12

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
6	-	-
= Move	Weapon/2	Shield/2
DAMAGE RESISTANCE		
Armor	:	TOTAL
	:	-
	:	

WEAPONS AND POSSESSIONS

Item	Damage Type	Skill Amt.	\$	Wt.
------	-------------	------------	----	-----

ATTACK MODES

Claw	1d-4	12
Bite	1d-1	12
Kick	1d-2	10

Totals: \$ _____ Lbs. _____

WEAPON RANGES

Weapon	SS	ACC	1/2 DMG	MAX
--------	----	-----	---------	-----

SUMMARY	Point Total
Attributes	55
Advantages	59
Disadvantages	-40
Quirks	-5
Skills	31
TOTAL	100

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
+5	Status 1: Respected seer
+24	ESP Power (8)
+30	Telepathy Power (6)
-	Brontophobia
-15	Absent-Mindedness
-10	Low Pain Threshold
-10	Sense of Duty (warren)
-5	skinny
-1	Fond of Spiders
-1	Blames Humans for every thing
-1	Loves to explore caves

GURPS

CHARACTER SHEET

Name RASPBERRY Player
 Appearance DOE, MISCHIEVOUS TWINKLE IN HER EYE.
 Character Story ALTHOUGH A DAREDEVIL, SHE HAS A REPUTATION AS A GOOD STORYTELLER

Date Created	Sequence
Unspent Points	Point Total 100

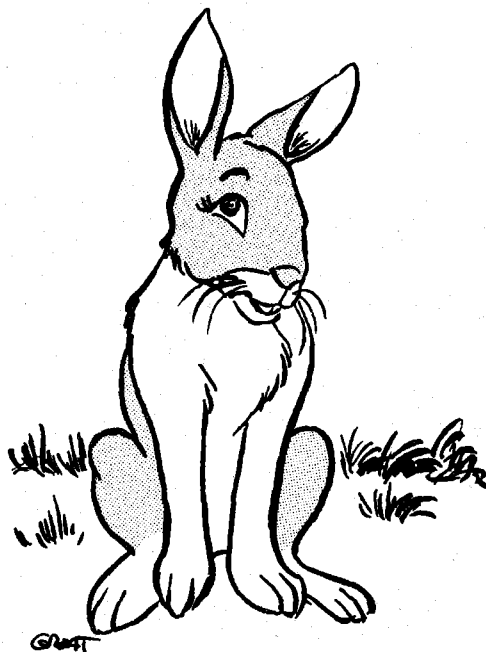
Pt. Cost -1	ST 10	FATIGUE
30	DX 13	BASIC DAMAGE
30	IQ 13	Thrust: <u>1d-2</u>
10	HT 11	Swing: <u>1d</u>
	Mvmt	HITS TAKEN
	BASIC SPEED 12 (HT + DX)/4	MOVE 12 Run 13 Basic - Enc.

ENCUMBRANCE In Ribs	PASSIVE DEFENSE
None (0) = 2xST <u>20</u>	Armor: _____
Light (1) = 4xST <u>40</u>	Shield: _____
Med (2) = 6xST <u>60</u>	TOTAL <u>X</u>
Hvy (3) = 12xST <u>120</u>	
X-hvy (4) = 20xST <u>200</u>	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>8</u>	<u>X</u>	<u>X</u>
= Move	Weapon/2	Shield/2

DAMAGE RESISTANCE		
Armor	:	TOTAL
	:	<u>X</u>
	:	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
+5	<u>Absolute Direction</u>
+15	<u>Charisma +3</u>
+4	<u>Language talent +2</u>
+5	<u>Reputation = Good storyteller</u>
+10	<u>Voice</u>
-	<u>Brontophobia</u>
-15	<u>Trickster</u>
-15	<u>Pacifism: self defense</u>
-10	<u>Sense of Duty: warren</u>
-1	<u>wants kittens "someday"</u>
-1	<u>Fond of Mice</u>
-1	<u>Likes to show she's as good as a buck</u>



REACTION +/- +4; +6 if speaking

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.

ATTACK MODES:

<u>Claw</u>	<u>1d-3</u>	<u>14</u>
<u>Bite</u>	<u>1d</u>	<u>14</u>
<u>Kick</u>	<u>1d-1</u>	<u>12</u>

Totals: \$ _____ Lbs. _____

WEAPON RANGES				
Weapon	SS	ACC	1/2 DMG	MAX

SKILLS	Pt. Cost	Level
Acrobatics	2	12
Acting	2	14
Architecture	-	11
Area Knowledge (medium terrain)	1/2	12
Bard	2	18
Brawling	2	14
Camouflage	-	13
Diplomacy	1/2	12
Disguise	2	13
Fast Draw Herb	1/2	12
Fast-Talk	2	13
Hedgewise	1/2	11
History	1/2	10
Lip Reading	1/2	11
Mimic Non-Rabbit	1/2	10
Naturalist	1/2	10
Oral Literature	4	13
Running	-	11
Stealth	-	13
Survival: Plains	-	13
Theology	1/2	10
Throwing	1/2	10
Tracking	1/2	11
Traps	1/2	11
Ventriloquism	1	11
Zoology	1/2	10

Enthrallment Skills:

<u>Persuade</u>	1	12
<u>Sway Emotion</u>	4	14
<u>Suggest</u>	4	13
<u>Captivate</u>	1	11

Languages:

<u>Lapine</u>	-	15
<u>Common Lagomorph</u>	-	15
<u>Murine</u>	1/2	13
<u>Sciurine</u>	1/2	13
<u>Castorine</u>	1/2	13
<u>Passerine</u>	1/2	12
<u>Musteline</u>	1/2	12

SUMMARY		Point Total
Attributes		70
Advantages		39
Disadvantages		-40
Quirks		-5
Skills		36
TOTAL		100

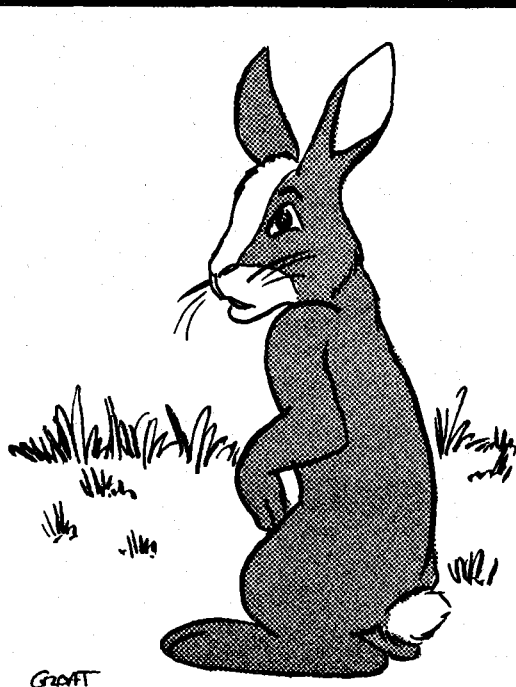
GURPS

CHARACTER SHEET

Name STRIFE Player _____
 Appearance BUCK, LEAN & FAST; LIGHT ON HIS FEET
 Character Story HOPLITE WHO MIGHT RISE TO CAPTAIN SOMEDAY

Date Created _____ Sequence _____
 Unspent Points _____ Point Total 100

Pt. Cost	ST 10	FATIGUE
45	DX 14	BASIC DAMAGE
20	IQ 12	Thrust: <u>1d-2</u>
10	HT 11	Swing: <u>1d</u>
	Mvmt	HITS TAKEN
	BASIC SPEED 12.5 (HT+DX)/4	MOVE 12 run 13
	ENCUMBRANCE in R-lbs	PASSIVE DEFENSE
	None (0) = 2xST <u>20</u>	Armor: _____
	Light (1) = 4xST <u>40</u>	Shield: _____
	Med (2) = 6xST <u>60</u>	TOTAL \
	Hvy (3) = 12xST <u>120</u>	
	X-hvy (4) = 20xST <u>200</u>	



REACTION +/- +1

SKILLS	Pt. Cost	Level
Acrobatics	2	13
Acting	1/2	10
Architecture	1	11
Area Knowledge (large Area)	1/2	11
Bun Fu	4	14
Camouflage	-	12
Climbing	1/2	11
Diplomacy	1	10
Disguise	1/2	10
Fast Draw Herb	1/2	14
First Aid	1/2	11
Gambling	1/2	10
HedgeWISE	1/2	10
Heraldry	1/2	10
Jumping	1/2	13
Naturalist	1/2	9
Navigation	1/2	9
Poisons	1	10
Running	-	11
Savoir Faire	-	14
Scrounging	1/2	11
Stealth	-	14
Survival: Plains	-	14
Swimming	1/2	13
Throwing	1	12
Tracking	1	13
Traps	2	12
Weather Sense	1/2	10

Acrobatics Maneuver:
 Team Acrobatics 112

Martial Arts Maneuvers:

Jump Kick 111
 Kicking 113

Languages:

Common Carnivore 1/2 10
 Common Lagomorph - 12
 Common Rodent 1/2 11
 Common ungulate 1/2 11
 Lapine - 12

WEAPONS AND POSSESSIONS
 Item Damage Skill \$ Wt.
 Type Amt. Level

ATTACK MODES:

Claw 1d-2 14
 Bite 1d+1 14
 Kick 1d 13

Totals: \$ _____ Lbs. _____

WEAPON RANGES
 Weapon SS ACC 1/2 DMG MAX

SUMMARY	Point Total
Attributes	75
Advantages	45
Disadvantages	-40
Quirks	-5
Skills	25
TOTAL	100

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
+10	Acute Taste/smell +2
+15	Combat Reflexes
+15	Danger Sense
+5	Status 1: Hoplite
-	Brontophobia
-5	compulsive Gambling
-5	Curiosity
-10	Duty to Warren on 10 or less
-10	overconfidence
-10	Sense of Duty: Warren
-1	wants to be fastest rabbit
-1	fears hawks greatly
-1	Likes squirrels
-1	
-1	

GURPS®

CHARACTER SHEET

Name CHAMOMILE Player _____
 Appearance BUCK
 Character Story SHY BUT STURDY PSYCHIC

Date Created _____

Sequence _____

Unspent Points _____

Point Total
100

Pt.
Cost

ST 10

FATIGUE

DX 12

BASIC
DAMAGE

Thrust: 1d-2

IQ 14

Swing: 1d

HT 10

HITS TAKEN

Mvmt

BASIC
SPEED
11

MOVE
11
run: 12

(HT + DX)/4 Basic - Enc.

ENCUMBRANCE
in R. lbs

None (0) = 2 × ST 20
 Light (1) = 4 × ST 40
 Med (2) = 6 × ST 60
 Hvy (3) = 12 × ST 120
 X-hvy (4) = 20 × ST 200

PASSIVE
DEFENSE

Armor: _____
 Shield: _____
 TOTAL _____

ACTIVE DEFENSES

DODGE

PARRY

BLOCK

6

-

-

= Move

Weapon/2

Shield/2

DAMAGE RESISTANCE

Armor _____ : TOTAL _____
 _____ : _____
 _____ : _____

Pt.
Cost

ADVANTAGES,
DISADVANTAGES, QUIRKS

+5 Double Jointed
 +15 Empathy
 +4 Strong Will (+1)
 +20 Empathic Healing(4)
 -10 Severe Brontophobia
 -15 Pacifism: cannot
 fight Rabbits
 -10 Sense of Duty (Warren)
 -5 Truthfulness
 -1 Very Afraid of Snakes
 -1 Wants to learn Herbarry
 -1 Fascinated by Human
 traps
 -1



REACTION +/- _____

WEAPONS AND POSSESSIONS

Item	Damage Type Amt. Level	Skill	\$	Wt.
------	---------------------------	-------	----	-----

ATTACK MODES:

claw	1d4	12	-
Bite	1d-1	12	-
Kick	1d-2	10	-

Totals: \$

Lbs.

WEAPON RANGES

Weapon	SS	ACC	½ DMG	MAX
--------	----	-----	-------	-----

SKILLS

Pt. Cost Level

Acrobatics	4	12
Anthropology	2	12
Architecture	1/2	12
Camouflage	-	14
Climbing	1	13
Detect Lies	1/2	15
Diagnosis	2	13
Engineer	4	14
Escape	1/2	12
Fiber Crafts	1/2	11
First Aid	1	14
Jumping	2	13
Mechanic	2	16
Naturalist	1/2	11
Oral Literature	1/2	11
Poisons	1/2	11
Running	-	10
Scrounging	2	15
Sleight of Paw	1/2	9
Stealth	-	12
Survival: Plains	-	14
Tracking	1/2	12
Traps	1	13
Zoology	1/2	11

Empathetic Healing

Skills:

Analyze Health	1	12
Cure Disease	1	12
Healing	6	15

Languages:

Common Cold-blooded	1/2	12
Common Lagomorph	-	14
Common Rodent	1/2	13
Galline	1/2	11
Lapine	-	14

SUMMARY

Point Total

Attributes	65
Advantages	44
Disadvantages	-40
Quirks	-5
Skills	36
TOTAL	100

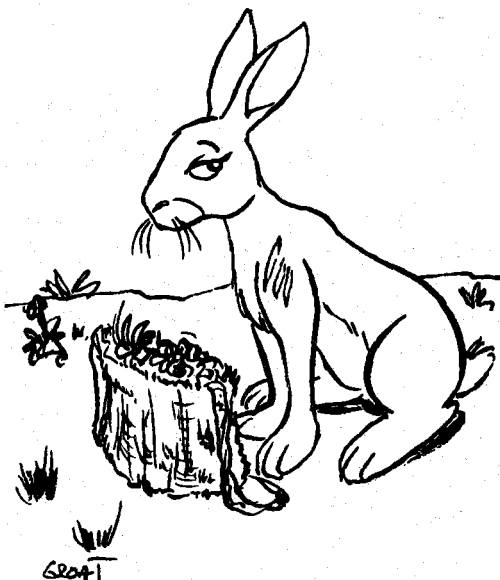
GURPS

CHARACTER SHEET

Name COMFREY Player
 Appearance SMALL DOE, LAME. BRIGHT-EYED.
 Character Story WELL KNOWN AS AN EXCELLENT HERB-ALIST; SHE WAS AMBUSHED WHEN YOUNG BY A CAT.

Date Created
 Sequence
 Unspent Points
 Point Total 100

Pt. Cost	ST <u>9</u>	FATIGUE
-10		
	DX <u>12</u>	BASIC DAMAGE
+20		Thrust: <u>1d-2</u>
	IQ <u>14</u>	Swing: <u>1d-1</u>
+45		
	HT <u>11</u>	HITS TAKEN
+10		
	Mvmt	BASIC SPEED <u>11.5</u> (HT+DX)/4
		MOVE <u>8</u> RUN <u>9</u>
		Basic - Enc.
	ENCUMBRANCE In R-lbs <u>18</u>	PASSIVE DEFENSE
	None (0) = 2xST	Armor: _____
	Light (1) = 4xST <u>36</u>	Shield: _____
	Med (2) = 6xST <u>54</u>	
	Hvy (3) = 12xST <u>108</u>	
	X-hvy (4) = 20xST <u>180</u>	TOTAL _____



REACTION +/- +1

SKILLS	Pt. Cost	Level
Architecture	-	12
Area Knowledge (medium area)	1/2	13
Botany	20	17
Brawling	2	10
Camouflage	-	14
Diagnosis	2	13
Fast-Draw Herb	1	12
Fibercrafts	2	13
First Aid	1/2	13
Herbary	12	15
Law	1/2	11
Merchant	1/2	12
Naturalist	2	13
Poisons	1/2	11
Running	-	11
Stealth	-	12
Survival: Plains	-	17
Throwing	4	12
Tracking	1/2	15
Traps	1/2	12
Weather Sense	1/2	12

Languages:

Canine 1/2 11
 Common Avian 1/2 12
 Common Lagomorph - 14
 Lapine - 14

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
<u>7</u>	<u>-</u>	<u>-</u>
= Move	Weapon/2	Shield/2
DAMAGE RESISTANCE		
Armor _____	:	TOTAL _____
_____	:	_____
_____	:	_____

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	\$	Wt.
ATTACK MODES:				
Claw	1d-3	10		
Bite	1d-1	10		
Kick	1d-1	8		

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
+15	Acute Smell/Taste +3
+5	Reputation: Good Herbalist
+10	Unaffected by Loud Noises
-5	Addiction: Seer Flower
-5	Phobia: cats
-5	Compulsive Swamp-Exploring
-15	Lame (crippled Leg)
-10	Sense of Duty: Warren
-1	Thinks Dogs aren't so bad
-1	Loves to hear secrets
-1	Twitches ears in opposite directions
-1	
-1	

Totals: \$ _____ Lbs. _____				
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WEAPON RANGES				
Weapon	SS	ACC	1/2 DMG	MAX

SUMMARY	Point Total
Attributes	<u>65</u>
Advantages	<u>30</u>
Disadvantages	<u>-40</u>
Quirks	<u>-5</u>
Skills	<u>50</u>
TOTAL	<u>100</u>

Familiar Herb List Name COMFREY Botany 17 Herbarly 15

Botany 17 Herbary 15

Modes: I (Ingested) B (Breathed) C (Contact) S (Special)

[illegible]

Instant Bunnies

Attributes, Speed, Dodge, Damage, Tech Level

The average rabbit has ST 10, DX 10, IQ 10, HT 10.

Basic Speed is equal to (DX+HT)/2.

Dodge equals half Basic Speed +1 – do not round down yet. Brawling adds 1/10 skill to Dodge, or Bun Fu adds 1/5 skill to Dodge. Round down after adding in bonus. Combat Reflexes add +1 to Dodge. There is no Parry or Block.

Damage: Claw = Thrust-2; Bite = "Swing-1;" Kick = Thrust. Brawling adds 1/10 of skill or Bun Fu adds 1/5 of skill.

Tech level: TLR = Tech Level Rabbit (pre-Stone Age!). Rabbits cannot count over 4!

All Basic Set advantages are available except:

Eidetic Memory
Lightning Calculator

Literacy
Magic Resistance

Magical Aptitude
Musical Ability

Wealth

Inherent Advantages at No Cost

Enhanced Speed – see above.

Peripheral Vision

Changed and Limited Advantages

Acute Smell/Taste: 5 points/level. Add level to Tracking and Survival.

Alertness: 8 points/level. Add level to Tracking and Survival.

Animal Empathy: 15 points. Equals Other-species Empathy. Gives +3 Bonus to Zoology.

Status: PCs may start Status 0 or 1 only.

New Advantages

Composed: 5 points +2 to Fright Checks.

Eidetic Sense of Smell: 10 points.

Psionics: see p. 31.

Psionic Resistance: 2 points/level. Interferes with Seers and Empathic Healers.

Unaffected by Loud Noises: 10 points.

All Basic Set disadvantages are available except:

Kleptomania
One-Legged

Phobia: Magic
Pyromania

Legless
Phobia: 13

Poverty

Inherent Disadvantages – No points are received for the following mandatory disadvantages:

Illiteracy

Phobia of Loud Noises (Brontophobia) (see New Advantages to buy this off)

Changed Disadvantages

Age: starts at 72 months

Colorblindness: -5 points

No Smell/Taste: -15 points. -5 to Botany, Naturalist, Survival, Tracking.

One-Armed, One-Handed = Only One Forepaw: -20 points

Phobias: *Crowds* goes into effect at five strangers; *Oceans* refers to Ponds, Rivers, Lakes, etc.; *Heights, Sharp Objects, and Weapons*:

-5 points each. *Dirt, Darkness* or *Closed Spaces* are crippling!

Social Stigma: Max point value is -5.

Youth: for rabbits under 12 months.

New Disadvantages

Trickster: -15 points. Loves to risk life in contest of wits!

Curiosity: -5 points.

Dulled Nose: -3 points/level (to 4 levels). -1/level to Smell, Botany,

Naturalist, Survival, Tracking.

Edgy: -5 points. -1 to Fright Checks.

Night Blindness: -10 points.

Pacifism: Cannot fight Rabbits: -15 points.

Phobias: -5/-10: Cats (Ailuro-), Dogs (Cyno-), Fire (Pyro-), Spiders (Arachno-).

Phobias: -10/-20: Blood (Hemo-), Psionics (Psiono-).

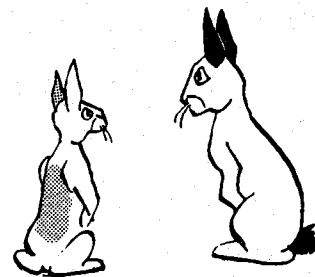
Phobia: -15/-30: Being Alone (Auto-).

Skills from the Basic Set – Only skills listed on this sheet may be taken!

Acrobatics P/H	Carousing P/A	Heraldry M/A	Navigation	Strategy M/H
Acting M/A	*D Climbing P/H	History M/H	TLR M/H	*I, S Survival M/A
Administration M/A	Dancing P/A	Holdout M/A	Occultism M/A	Swimming P/E
Agronomy TLR M/A	Detect Lies M/H	Interrogation M/A	Oral Literature M/H	Tactics M/H
*D Anthropology	Diagnosis TLR M/H	Jumping P/E	Poetry M/A	Teaching M/A
TLR M/VH	Diplomacy M/H	Law M/H	Poisons M/H	Theology M/H
*A Architecture TLR M/A	Disguise M/A	Leadership M/A	Psychology M/H	Throwing P/H
Area Knowledge M/E	*P Engineer TLR M/H	Linguistics M/VH	*I Running P/H	*S Tracking M/A
Artist M/H	Escape P/H	Lip Reading M/A	Savoir-Faire M/E	Traps M/A
Astronomy TLR M/H	Fast Draw: Herb P/E	*D, P Mechanic TLR M/H	Scrounging M/E	Ventriloquism M/H
Bard M/A	Fast-Talk M/H	Merchant M/A	Sex Appeal M/A	*AE Zoology M/H
*D Botany TLR M/VH	First Aid TLR M/E	Meteorology	Sleight of Paw P/H	
*B Brawling P/E	Gambling M/A	TLR M/A	Sports P/A	
*I Camouflage M/E	Gesture M/E	Naturalist M/H	*I Stealth P/A	

New Skills (see also Psionics, below)

Bun Fu P/H (*B) – Martial Art. Prereqs: Status 1 (5 points), Duty to Warren (-10 or -15 points), Acrobatics 12+.
 Fiber Crafts M/H – Work with grasses, reeds, bark, similar materials.
 Hedgewise M/A – Animal version of Streetwise.
 Herbary M/VH – Rabbit alchemy, stage two (Botany is stage one). Prereq: Botany 12+. No default.
 Mimic Non-Rabbit P/H – Imitate the sound of another species. You must know the language to make sense!



Enthrallment Skills

Persuade (M/A) – No default. Prerequisites: Bard-12+, Charisma 1+. Maximum level: Bard skill.
 Sway Emotions (M/A) – No Default. Prerequisites: Persuade-12+, Charisma 1+. Maximum level: Bard skill.
 Suggest (M/H) – No Default. Prerequisites: Persuade-12+, Charisma 1+. Maximum level: Bard skill.
 Captivate (M/H) – No Default. Prerequisites: Suggest-12+, Charisma 1+. Maximum level: Bard skill.

The number of audience members that can be affected at once equals [Charisma level] squared. (E.g., Charisma 3 is needed to manipulate an audience of 9 listeners at once.) You must speak the racial language to manipulate an audience.

Footnotes

- *A Applies only to burrows and caves, not human buildings. Female bunnies get +3.
- *AE Animal Empathy Advantage adds +3.
- *B Bonus to Dodge as well as Damage. Only one Dodge bonus may be used!
- *D Difficulty level changed from Basic Set. (Anthropology is Study of Humans – no Default.)
- *I Inherent – at IQ, DX, or HT, as appropriate, for no cost. Can be raised: e.g., Stealth at DX+1 = 2 points.
- *P Prerequisite: Scrounging-12+.
- *S Acute Smell and Alertness levels add to Skill level.



Martial Arts and Acrobatic Maneuvers

MA/H	Points	Maneuver	Defaults	Prereq (at 12+)	Maximum Level
Default	0	Kicking	DX-2, Brawling-2 or Bun Fu-2	Brawling or Bun Fu	Base Skill
Default +1	1	Ripping	DX-2, Brawling-2 or Bun Fu-2	Brawling or Bun Fu	Base Skill
Default +2	2	Feint	DX, Brawling-0 or Bun Fu-0	Brawling or Bun Fu	Base Skill +4
Default +3	4	Ground Fighting	DX-4, Brawling-4 or Bun Fu-4	Brawling or Bun Fu	Base Skill
Default +4	6	Spin Kick	Bun Fu-3	Bun Fu	Base Skill
		Back Kick	Bun Fu-4	Bun Fu	Base Skill
		Jump Kick	Bun Fu-4	Bun Fu	Base Skill
		Flying Jump Kick	Bun Fu-6	Bun Fu	Base Skill
		Roll With Blow	Acrobatics-2	Bun Fu	Base Skill +4
		Team Acrobatics	Acrobatics-2	Acrobatics	Base Skill +4

All maneuvers are Martial Arts
 Hard Maneuvers (use table
 for level and cost).

Psionics Skills

The Limitations on pp. B175-176 are available, except *Uncontrollable* and *Emergencies Only*, which may not be taken with Empathic Healing (EmpHeal).

Power Costs: ESP: 3 points/level, max. 20 levels. Telepathy: 5 points/level, max. 6 levels. Empathic Healing: 5 points/level, no max.

Skill	Diff.	Power	Notes
Analyze Health	M/H	EmpHeal	New. 0 fatigue, 1 second; Prereq: EmpHeal 3.
Cure Disease	M/H	EmpHeal	New. 4-10 fatigue, 1-3 minutes. One try; Prereq: EmpHeal 4.
Emotion Sense	M/H	Telepathy	P. B167.
Healing	M/H	EmpHeal	New. EmpHeal 6: can heal non-rabbits. Large animals: extra time and cost.
Instill Fear	M/H	Telepathy	New. Prereq: Telesend 12+. Resisted by IQ.
Neutralize Poison	M/H	EmpHeal	New. 4-10 fatigue, 1-3 minutes; One try; Prereq: EmpHeal 5.
Precognition	M/H	ESP	P. B174.
Psychometry	M/H	ESP	P. B174. Range in distance is Power squared inches.
Restore Limb	M/H	EmpHeal	New. 8 fatigue; 10 min/day, 7 days; One try; Prereq: EmpHeal 8.
Seekersense	M/H	ESP	New. Animate or Inanimate subject – gives direction, not distance.
Telecontrol *D	M/VH	Telepathy	P. B171. Prereqs: Telesend 15+, Telereceive 15+
Telereceive	M/H	Telepathy	P. B168.
Telescan	M/H	Telepathy	New. Seek Animate Subject only – gives direction and distance.
Telesend	M/H	Telepathy	P. B168. May mentally "Shout" to stun foes; resisted – see p. 33



*D = Difficulty level changed from *Basic Set*. Telepathy skills only: Range for familiar subject = Power doubled.

Notes on Empathic Healing

Healing Skill: Hits healed: Power+2 hits per attempt; **Fatigue:** Power 1-5: 1 fatigue/hit; Power 6-10: 1 fat./2 hits; Power 11-16: 1 fat./3 hits, etc.; **Time:** Power # of hits may be healed every 2 minutes [1 hit every 120/Power secs.].

Healing Power in General: Must touch subject for any Empathic Healing skill except Analyze Health (must see subject); Cannot heal self; Must fully rest between attempts; takes on symptoms of subject while resting; May absorb Fright, Stun and/or Shock from another rabbit: takes one action; costs no fatigue; must touch subject; An Empath who injures another rabbit with direct physical contact suffers the same amount of damage he deals out! (Max damage per blow done to self this way = Power. Note that throwing a rock, etc., at a rabbit is not contact.); At Power 11+, fatigue and time costs for Cure Disease, Neutralize Poison, and Restore Limb are halved.

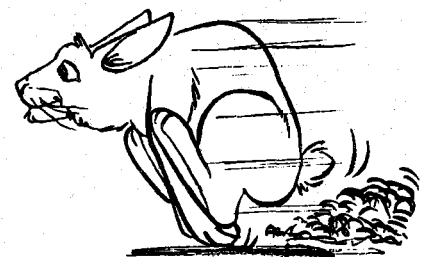
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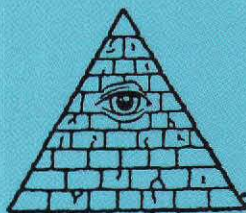


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ERRATA

This is the known errata for the print version of *GURPS Bunnies & Burrows* when this PDF was created:

Page 8: A warren is a place where rabbits live.

Page 19: Under Encumbrance and Weight, add “Each level of encumbrance reduces a rabbit’s Move score by 2, not 1 as for humans in the Basic Set.”

Page 22: Under Psionic Resistance, in the last paragraph “then” is misspelled “them.”

Page 25: Under Skills, the Instant Bunnies reproducible section is on p. 126.

Page 50: Under Enthrallment Procedure, replace the second and third paragraphs with this one: “At the outset of the tale, roll versus Bard skill to start the Enthrallment process. If a storyteller can’t grab the audience’s attention at the outset of the tale, he won’t have much of a chance of controlling them by the end.

* Normal success on the Bard skill roll: make the Enthrallment attempt at no bonus or penalty.

* Critical success on the Bard skill roll: make the Enthrallment attempt at +1.

* Failure on the Bard skill roll: the amount the Bard roll is missed by is subtracted from the Enthrallment roll.

* Critical failure on the Bard skill roll: there is no chance of a successful Enthrallment with this audience this session.”

Page 61: Under Kicking (second paragraph on p. 61), the page reference is p. 54.

Page 71: In map 6 of the Small Warrens maps, the Secret Kettle is the chamber two hexes to the right of the chamber indicated on the map.

Page 99: At the end of The Thugs sidebar, the page reference is pp. 119 and 122.

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