Barley, Lily, Honey, Holly, Pumpkin, Thorn, Dusty, Midnight, Patches, Poppy, Snow, Bine, Floppy, Basil, Misty, Nutmeg, Breeze, Dewdrop, Charcoal, Sandy, Truffle, Olive, Ash, Chestnut, Ivy, Meadow



Looks

Circle one from each category

Body: Lean, stocky, compact, long, frail, sick, runt;

Coat: Lush, Sleek, Distinctive, Unusual Color, Mangy, Cinged

Ears: Long, Short, Floppy, Tattered, ID-Tagged, Just the One

Parts: Buck, Doe (□ Pregnant)

Stats

Assign one to each stat: +2, +1, 0, -1.

| strong | swift | steady |
|--------|--------------|-------------|
| shrewd | max panic | current |
| | 5 +/- Steady | Starts at 0 |



Basic Moves

RESIST PANIC

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- Silent
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RELAX

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When you dig in the earth, roll+Strong. On a 10+, you scratch out a simple burrow or otherwise quickly shift some dirt. On a 7-9, choose one:

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Jack, Parsley, Foxglove, Cutter, Lightning, Rose, Gale, Dandelion, Tin, Willow, Straw, Cotton, Thyme, Wind, Sunshine, Rainstorm, Peanut, Swiftpaw, Windrunner, Nibble, Digger, Squeek, Raincatcher, Blackberry, Coriander



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| max panic | current |
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| 5 +/- Steady | Starts at 0 |
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Milkweed, Cress, Lineberry, Button, Grooveburr, Mulberry, Dewberry, Pansy, Marigold, , Blackthorn, Holly, Ivy, Dogwood, Honeysuckle, Buttercup, Snowflake, Sorrel, Bracken, Poppy, Sundew, Birch, Adler, Bounder



Looks

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Rosemary, Aster, Thistle, Sedge, Cress, Boxwood, Heath, Snowflake, Foxglove, Primrose, Yarrow, Columbine, Heartleaf, Moonbeam, Dahlia, Woodruff, Hellebore, Lily, Iris, Nettle, Spot, Hyacinth, Moss, Verbena, Tulip, Juniper



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Special Moves (Kids)

B RELAX

When you play, groom, or rest in relative safety, subtract 1 from your Panic.

STRUGGLE

When you struggle to free yourself, roll+Strong. You may then take Panic, 1 for 1, to increase your roll. On a 10+ you manage to wriggle free. On a 7-9, you can wriggle free if you are willing to take a scar. On a 6-, you can't escape and you take a scar anyway.

COMPETE

When you compete with another PC rabbit, both of you choose a value on a die and then reveal it. If one rabbit's die shows a higher face, they get their way and choose a value from one of the dice—both of you take that much Panic. If neither is higher, no one gets their way and you both take Panic equal to the dice value.

DIG

When you dig in the earth, roll+Strong. On a 10+, you scratch out a simple burrow or otherwise quickly shift some dirt. On a 7-9, choose one:

- You can only dig enough space to squeeze yourself into.
- Your excavation is unstable and temporary at best.
- You take significantly longer than expected.

BEST FRIEND

When you have a best friend, tell them so and take +1 ongoing to Help/Hinder that rabbit until you decide to be best friends with someone else.

LITTERMATE

When you are born to the same litter, share your earliest memories and take +1 ongoing to Help/Hinder that rabbit until another relationship becomes more important.

BIRTH A LITTER

When you Birth a Litter, roll and subtract your current Panic to determine the number of kits that are born. On a 10+, it's an unusually sizable litter—increase your Panic to maximum. On a 7-9, a normalsized litter is by no means easy—take +2 Panic. On a 6-, it's all just too much and few if any survive. The GM still gets to make a hard move but this is a good time to check in and make sure other players are comfortable with the fiction.

INNOVATE

When you do something unheard of, imagine what your actions would look like as a move. Say what triggers the move and roll. On a 7+, work with the GM to write the move—it is now a Special move for the remainder of the game and your roll stands. On a miss, it's not something rabbits can ever do and there will certainly be consequences.

TIME GOES BY

When months or seasons pass, roll the dice. As a group, decide which die represents births and which represents deaths. Add rabbits to the warren according to the birth die and subtract rabbits from the warren according to the death die.

B RETIRE

When you give up the ghost or the spotlight, hold 1 and describe how your rabbit retires from play, then make a new rabbit. The hold may be spent to give any rabbit an additional Character move.

Advancement

During play, each PC may take one additional Character move each chapter as they learn, grow, or change. The move cannot be one already claimed by another character.

When you claim this move, mark it on your character sheet. If you haven't claimed it by the end of the chapter, do it at that time.

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