

Bunnies & Burrows



Name _____

Gender F M

(Rabbit)

Player Name _____

Profession: Fighter Scout Empath Herbalist
 Runner Maverick Seer Storyteller

Traits



Base Scores

Roll 3 6-sided dice (3d6); see rules for details.

Base Bonus

+1 for scores 13-15, +2 for 16-17, +3 for 18+

Max Levels

Base <7 = 4, 7-12 = 5, 13-15 = 6, 16-17 = 7, 18+ = 8



Trait Ratings

(Level + Base Bonus)

	Base Bonus		Level								
			1	2	3	4	5	6	7	8	
Strength (STR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	STR <input type="checkbox"/>
Speed (SPD)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SPD <input type="checkbox"/>
Intelligence (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INT <input type="checkbox"/>
Agility (AGI)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	AGI <input type="checkbox"/>
Constitution (CON)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CON <input type="checkbox"/>
Mysticism (MYS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MYS <input type="checkbox"/>
Smell (SML)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SML <input type="checkbox"/>
Charisma (CHA)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHA <input type="checkbox"/>

Hit Points Max changes

Advancement Points Earned Unspent

Movement Points

Injuries

_____ _____
 _____ _____
 _____ _____
 _____ _____

Pursuit Tactics

Basic

- Speed Burst
- Zig-Zag
- Dust Up
- Jink
- Pass Between
- Twist
- Freeze
- Last Ditch (SPD, INT, or CON)

Special

Languages

- Rabbits
- Nibblers
- Chatters
- Grubbers
- Ramblers
- Weasels
- Dogs
- Cats
- Hoofers
- Raptors
- Perchers
- Strutters
- Waders
- Coldies
- Fishies
- Crawlies

Name _____

Attack

Defend



Agility (AGI)

Bonus Rating

Speed (SPD)

Bonus Rating

Strength (STR)

Bonus Rating

MP

Handicaps

Combat Tactic

Claw/Cuff

Bite

Kick

Dodge/Flee

Special 1

Special 2

Submit/Feign

Bunnies



&



Burrows

Name _____

Animal Species _____

Player Name _____

Profession: Bandit Herald Spy Burglar
 Guardian Shaman Trader Grifter

Gender F M

Traits

Base Scores

Roll 2-4 6-sided dice; varies with profession; see rules for details.

Base Bonus

+1 for scores 13-15, +2 for 16-17, +3 for 18+

Max Levels

Base <7 = 4, 7-12 = 5, 13-15 = 6, 16-17 = 7, 18+ = 8

Trait Ratings

(Level + Base Bonus)

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Speed (SPD)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SPD <input type="checkbox"/>
Intelligence (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INT <input type="checkbox"/>
Agility (AGI)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	AGI <input type="checkbox"/>
Constitution (CON)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CON <input type="checkbox"/>
Mysticism (MYS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MYS <input type="checkbox"/>
Smell (SML)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SML <input type="checkbox"/>
Charisma (CHA)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHA <input type="checkbox"/>

Hit Points Max changes

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Injuries

_____ _____
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Pursuit Tactics

Basic

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- Perchers
- Strutters
- Waders
- Coldies
- Fishies
- Crawlies

Name _____

Attack

Defend



Agility (AGI)

Bonus Rating

Speed (SPD)

Bonus Rating

Strength (STR)

Bonus Rating

Handicaps

MP

Combat Tactic

Claw/Cuff

Bite

Kick

Dodge/Flee

Special 1

Special 2

Submit/Feign

The Herbalist

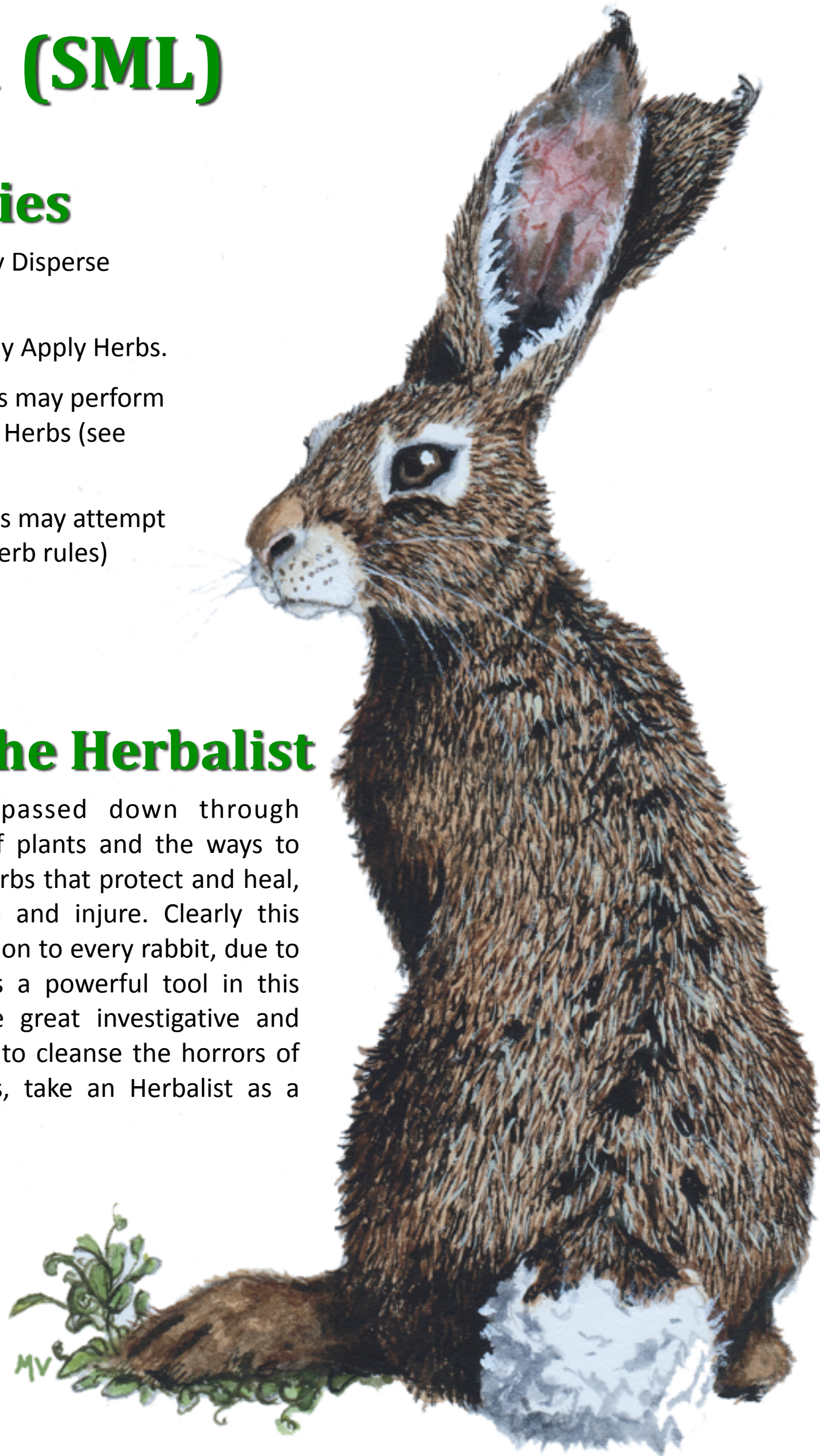
Smell (SML)

Special Abilities

- In Pursuit, Herbalists may Disperse Herb.
- In Combat, Herbalists may Apply Herbs.
- At **SML** Level 3, Herbalists may perform Advanced Preparation of Herbs (see Herb rules)
- At **SML** Level 6, Herbalists may attempt to Remodel Herbs (see Herb rules)

Hawksbeard the Herbalist

I have secret knowledge, passed down through generations, of the diversity of plants and the ways to prepare them. I can produce herbs that protect and heal, as well as those that confuse and injure. Clearly this powerful lore cannot be passed on to every rabbit, due to its possible abuse. My nose is a powerful tool in this endeavor, and also allows me great investigative and tracking skills. If you are ready to cleanse the horrors of the world with precious herbs, take an Herbalist as a mate.



STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

The Scout

Intelligence (INT)

Special Abilities

- In Pursuit, Scouts may use Flash Tail to Confound.
- Scouts get **INT** Rating Bonus (instead of **INT** Base Bonus) for passively spotting ordinary predators, trap clues, or pests. With an active examination, a Scout always detects pests.
- In Combat, Scouts may Evaluate Opponent.
- At **INT** Level 3, Scouts may passively detect Stalker or Cryptic predators.
- At **INT** Level 6, Scouts may attempt to understand the function of man-things.

Sweetbriar the Scout

Any rabbit with a brain immediately realizes that Scouts are the best profession. Our high intelligence makes us key in recognizing all sorts of threats, be they predators, traps, pests, or other hazards of nature. Our wits are often called on to lead exploratory parties. All the better if you enjoy adventure tinged with a little fear, because we are usually the first to encounter danger. Our bravery in the face of risk has been celebrated in many classic stories of rabbit heroes. If you want your kits to be clever, pick one of us for a mate.

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.



The Fighter

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

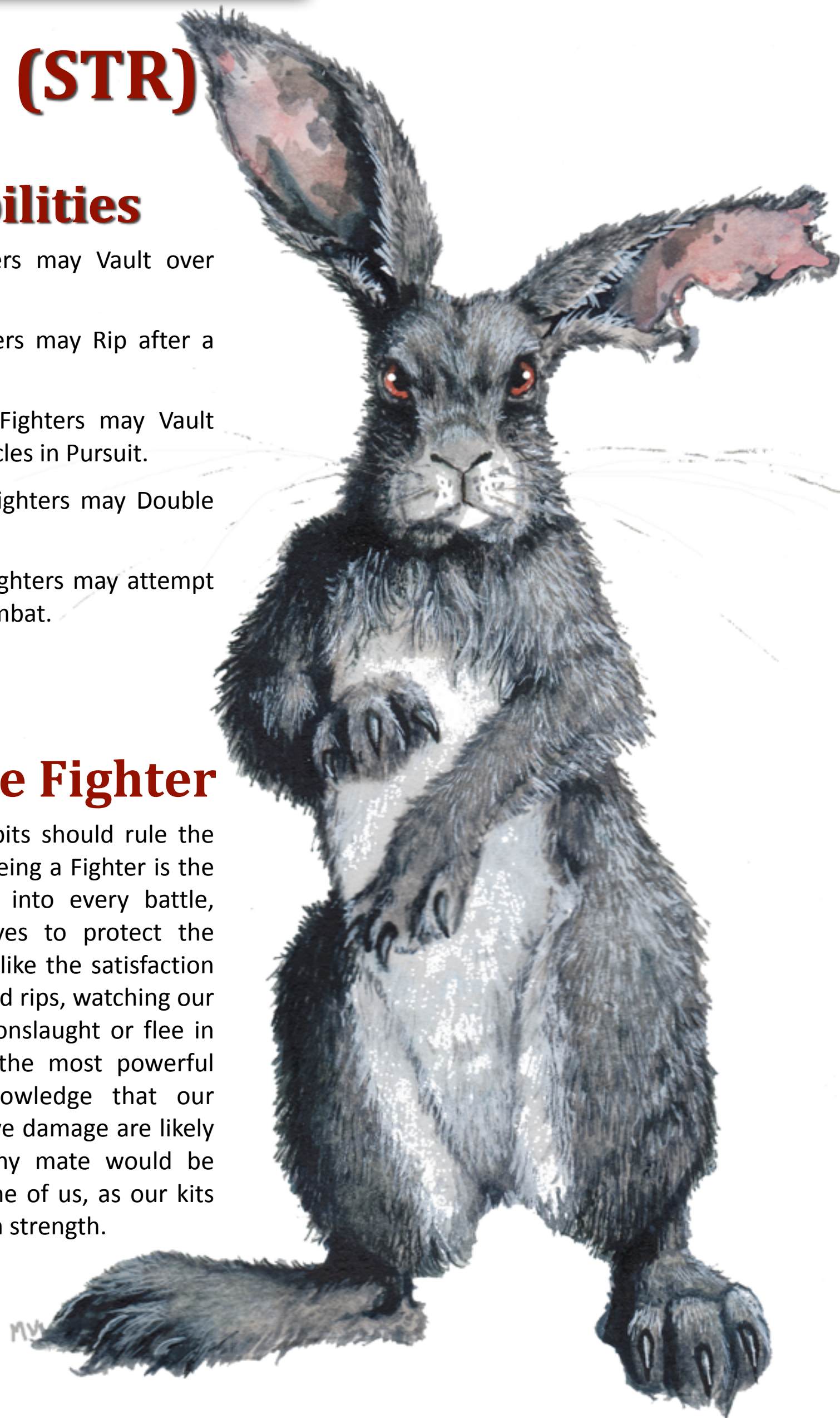
AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

Strength (STR)

Special Abilities

- In Pursuit, Fighters may Vault over obstacles
- In Combat, Fighters may Rip after a successful Bite
- At **STR** Level 3, Fighters may Vault over Major Obstacles in Pursuit.
- At **STR** Level 3, Fighters may Double Attack in Combat.
- At **STR** Level 6, Fighters may attempt Killing Blow in Combat.



Mugwort the Fighter

Clearly the strongest rabbits should rule the warren, and that is why being a Fighter is the best. Fearlessly we rush into every battle, prepared to give our lives to protect the Warren. There is nothing like the satisfaction of ruthless claws, bites, and rips, watching our foes collapse before our onslaught or flee in terror. We can take on the most powerful foes, secure in our knowledge that our fighting tactics and massive damage are likely to win the day. Why, any mate would be honored to breed with one of us, as our kits are also likely to burst with strength.

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

The Empath

Constitution (CON)

Ragged Robin the Empath

I have always been attuned to other rabbits, feeling their emotions and their pains. I can ease their pain by taking it upon myself. I care about others. Fortunately, my inner strength and health are usually strong. If you wish a nurturing parent for your kits, and for them to have sound bodies, then consider an Empath as a mate.



Special Abilities

- In Pursuit, Empath may use Second Wind.
- Empaths may use Empathic Heal (Laying On Paws).
- At **CON** Level 3, Empaths may use Empathic Hurt in combat
- At **CON** Level 6, Empaths may attempt Restore to Life.

Special Abilities

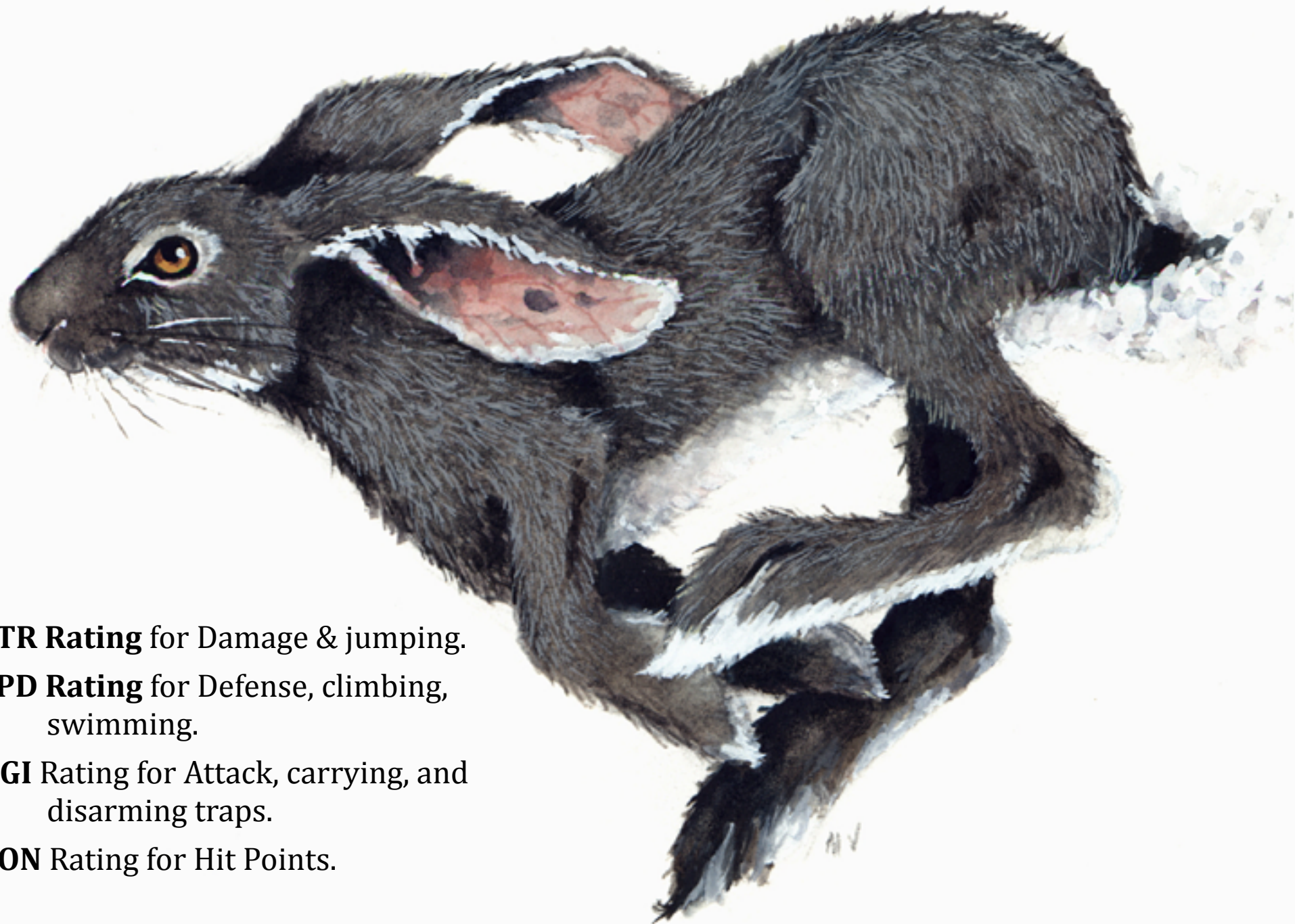
- In Pursuit, Runners may use the Combo maneuver.
- In Combat, Runners may Speed Burst.
- At **SPD** Level 3, Runners may combine Dodge and Attack in Combat.
- At **SPD** Level 6, Runners may attempt Intercept in Combat.

The Runner

Speed (SPD)

Speedwell the Runner

The fleetest rabbits have always been honored, in all the legendary tales. It is not just that we win all the races, but we also excel in combat due to great defensive skills. At times we are called on to lure the predators away from weaker rabbits, confident in our ability to outrun them until they have been led far away and we can then duck into cover. Often the Warren chooses a Runner as a leader, prizing our speedy nature. And if you want your kits to survive to adulthood, you could do worse than choosing a Runner as a mate.



STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

The Maverick

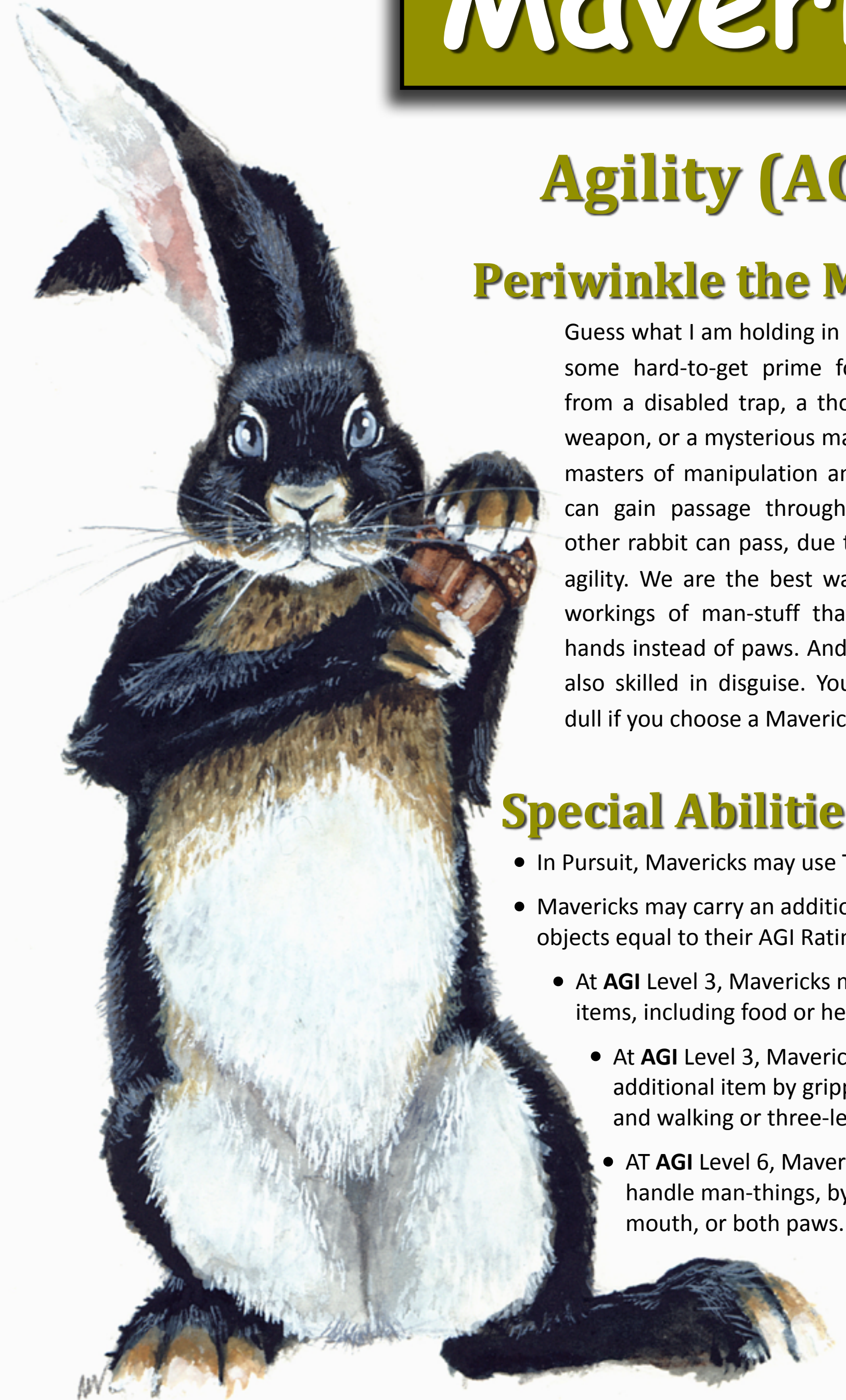
Agility (AGI)

Periwinkle the Maverick

Guess what I am holding in my paw? It could be some hard-to-get prime food, a piece taken from a disabled trap, a thorn I could use as a weapon, or a mysterious man-thing. We are the masters of manipulation and construction. We can gain passage through obstacles that no other rabbit can pass, due to our extraordinary agility. We are the best way to figure out the workings of man-stuff that was designed for hands instead of paws. And just for fun, we are also skilled in disguise. Your life will never be dull if you choose a Maverick as a mate.

Special Abilities

- In Pursuit, Mavericks may use Tumble.
- Mavericks may carry an additional number of objects equal to their AGI Rating.
 - At **AGI** Level 3, Mavericks may attempt to steal items, including food or herbs, in combat.
 - At **AGI** Level 3, Mavericks may carry an additional item by gripping it with one paw and walking or three-legged.
 - At **AGI** Level 6, Mavericks may grip and handle man-things, by using paw and mouth, or both paws.



The Storyteller

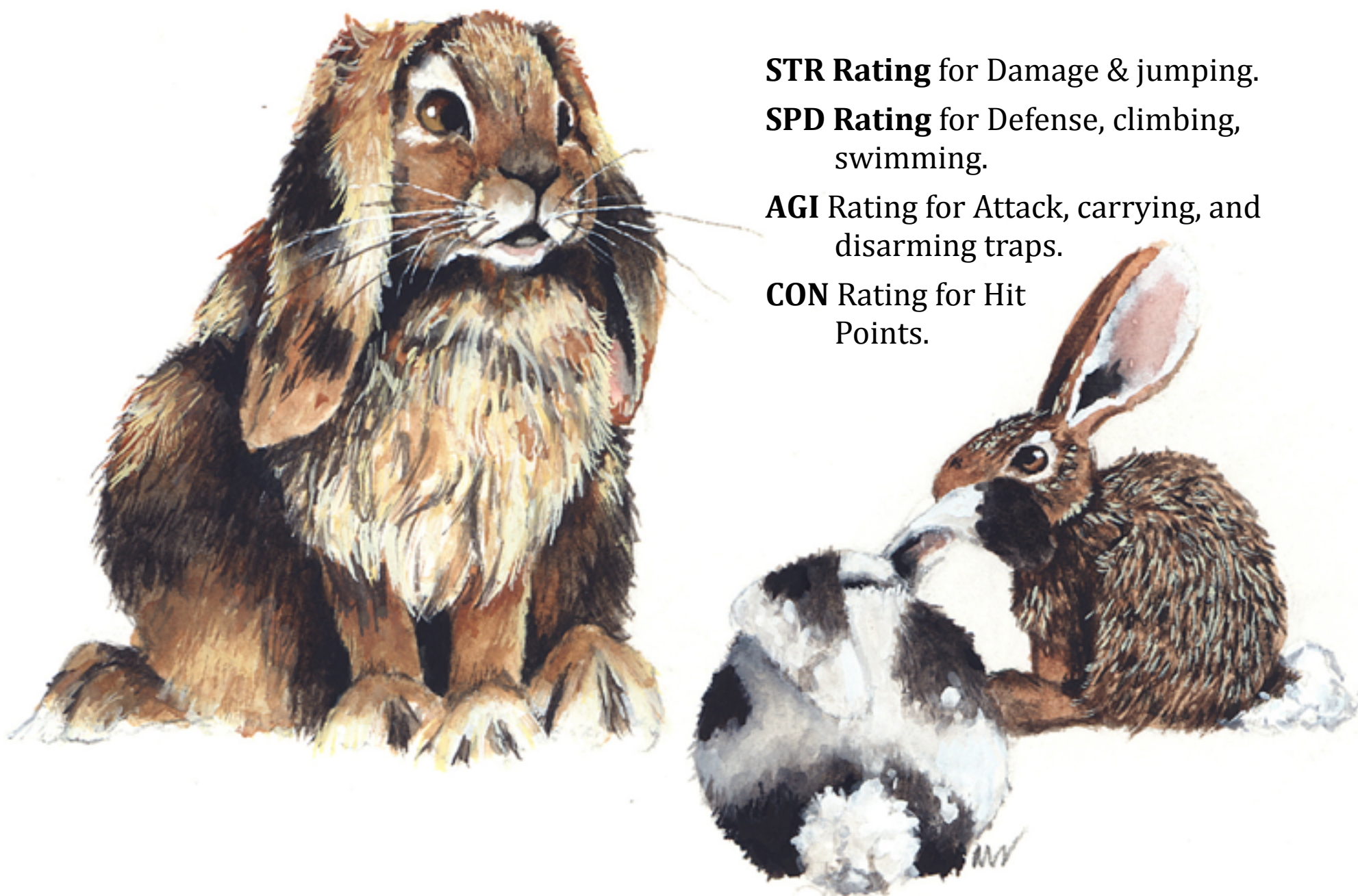
Charisma (CHA)

Moxieplum the Storyteller

There was once a rabbit who could captivate the warren with tales of adventure, and danger, and romance. Such are the carriers of lore and tradition, passed on from generation to generation. Do you wish your kits to be guided by the moral stories, hear of a thousand enemies, fantasize about heroes? Then turn your ears towards a Storyteller.

Special Abilities

- In Pursuit, Storytellers may Encourage.
- Storytellers may learn two languages for each point of their CHA Rating (beyond the automatic rabbit language).
- At **CHA** Level 3, Storytellers may attempt to Confuse, in combat.
- AT **CHA** Level 6, Storytellers may attempt to Enthrall.



STR Rating for Damage & jumping.
SPD Rating for Defense, climbing, swimming.
AGI Rating for Attack, carrying, and disarming traps.
CON Rating for Hit Points.

The Seer

Mysticism (MYS)

Special Abilities

- In Pursuit or Combat, Seers may Feign Disease.
- Seers may enter trances. See Trance rules for details.
- At **MYS** Level 3, Seers may use Luck, a number of times a day not to exceed their **MYS** Rating. See Luck rules for details.
- AT **MYS** Level 6, Seers may attempt to Tempt Fate, once a day.

Moonseed the Seer

Have I met you before? You look familiar, but we may have never met... yet. Sometimes I see things that have not come to pass, and sometimes they never do. It is difficult to describe. I will not tell you who your mate will be; you must discover that for yourself.



Raccoon

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

Special Abilities

- In Pursuit, Bandits may Intimidate.
- Bandits may use Intruder Mode.
- Bandits can climb trees.
- Bandits are good diggers.
- At **STR** Level 3, Bandits may Double Bite in combat.
- At **STR** Level 6, Bandits may carry a large object or animal while walking bipedally.



The Bandit

Strength (STR)

About Bandits, Mugwort the rabbit says:

I suppose a Trash Panda isn't bad to have with you in a tight spot, what with long eye-teeth and serious attitude. But all that twittering? And what's with washing their food? Can't they just eat grass like a normal animal?

The Herald

Speed (SPD)

Special Abilities

- In Pursuit, Heralds may Jump Kick.
- Heralds may Dash Without Tiring.
- Heralds cannot climb trees.
- Heralds are good diggers.
- At **SPD** Level 3, Heralds may Box in combat
- At **SPD** Level 6, Heralds may Jump Kick in combat.

About Heralds, Speedwell the rabbit says:

As swift as a fox, and a fine boxer. But Jacks lack the finesse of a true rabbit. They are all ears and no nose.

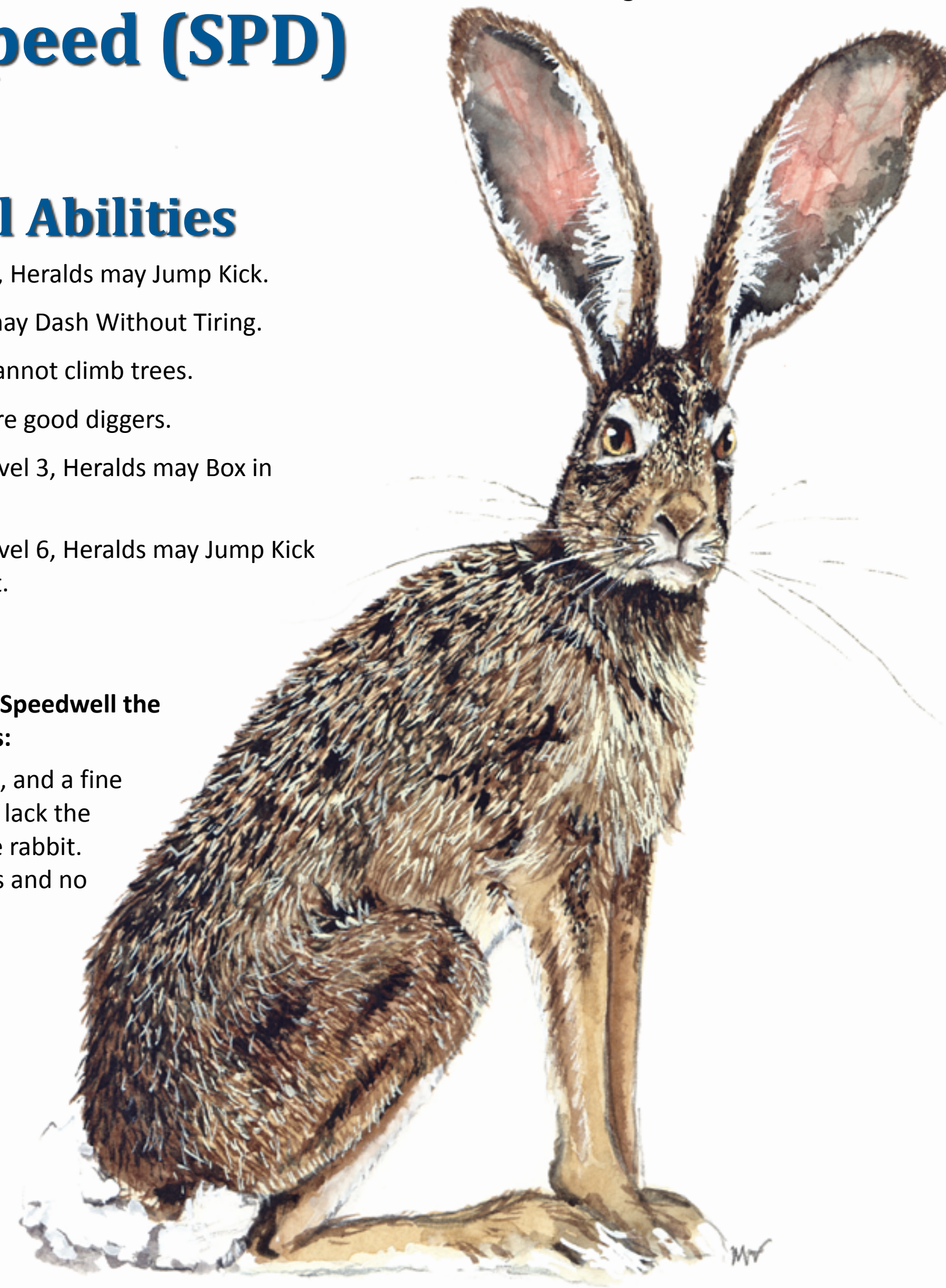
Jackrabbit

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.



Chipmunk

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

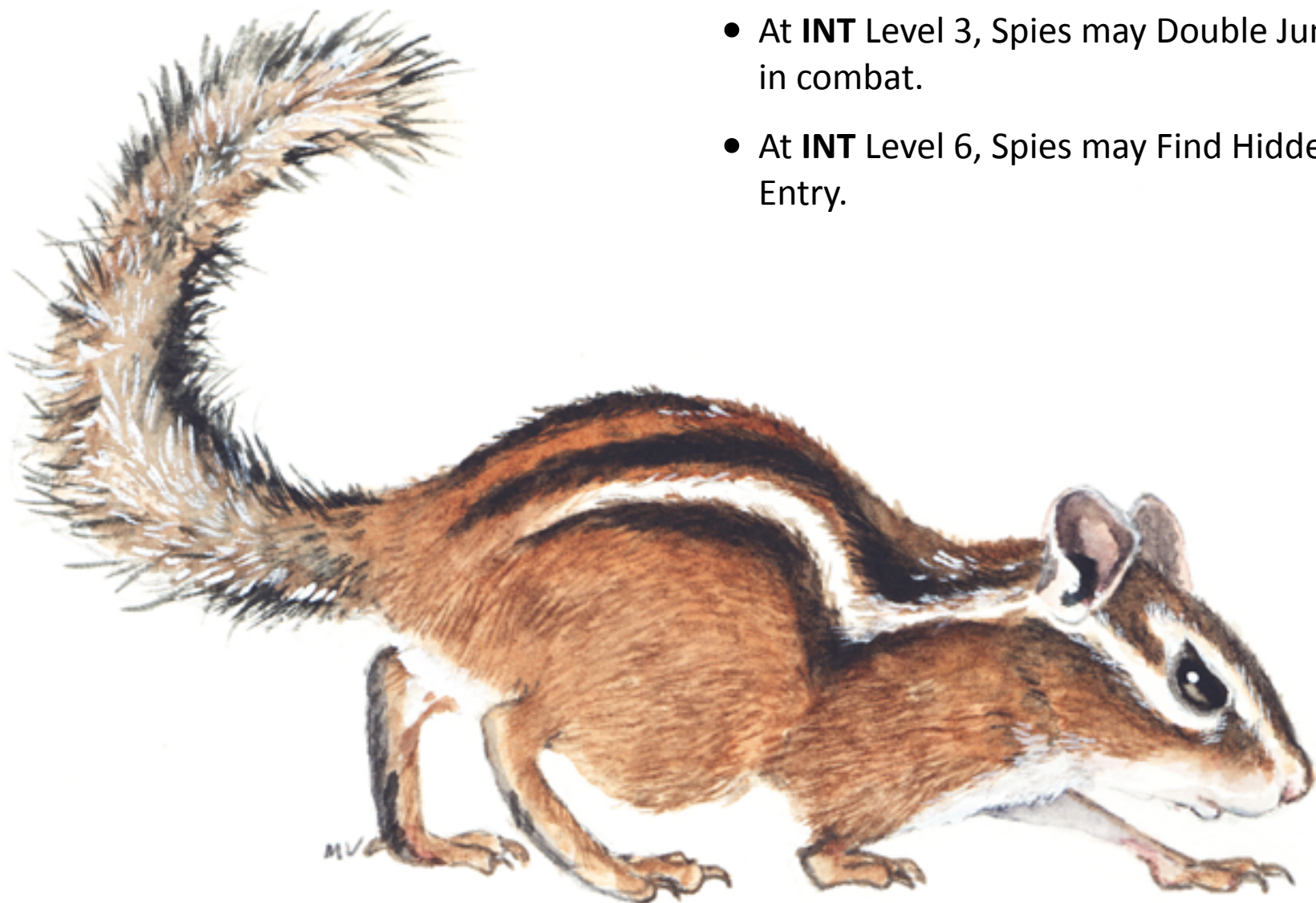
AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

Intelligence (INT)

Special Abilities

- In Pursuit or Combat, Spies may Quick Conceal.
- Spies may use Automatic Stealth Mode.
- Spies can climb trees, including tree canopies.
- Spies are weak diggers.
- Spies get a facing change bonus in combat.
- At **INT** Level 3, Spies may Double Jump in combat.
- At **INT** Level 6, Spies may Find Hidden Entry.



The Spy

Skunk

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

The Burglar

Agility (AGI)

Special Abilities

- In Pursuit, Burglars may Spray.
- Burglars have Manipulation Bonus (+2 to **AGI** Rating for opening small containers).
- Burglars cannot climb trees.
- Burglars are good diggers.
- At **AGI** Level 3, Burglars may Power Spray in combat (forward shooting range 3 from handstand).
- At **AGI** Level 6, Burglars may Disassemble Man-Things.



About Burglars, Periwinkle the rabbit says:

Oh, I wish I had the fingers of a Stink-Kitty. Those essence peddlers are so good with their hands, they can fiddle a tight, twisty man-thing out of a big, clanky man-thing. Handy to have around, as long as they stay down wind.

Porcupine

The Guardian

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

Constitution (CON)

Special Abilities

- In Pursuit, Guardians may Bristle.
- Guardians can climb trees.
- Guardians are weak diggers.
- At **CON** Level 3, Guardians may Throw Quills in combat (not actually thrown).
- At **CON** Level 6, Guardians may Provide Antibiotic by use of a quill injection, to cure disease.



About Guardians, Ragged Robin the rabbit says:

Quill-Pigs are an odd sort. They are slow and clumsy, but good in trees, and I can't think of a better friend to have your back when a Badger visits your burrow.

Opossum

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

Special Abilities

- In Pursuit or Combat, Shamans may Feign Death.
- Shamans may engage in Rapid Breeding.
- Shamans can climb trees.
- Shamans are good diggers.
- At **MYS** Level 3, Shamans may Determine Function.
- At **MYS** Level 6, Shamans may attempt to Implant Thoughts.



The Shaman

Mysticism (MYS)

About Shamans, Moonseed the rabbit says:

I have the highest regard for White Dogs. Many think them dim-witted and slow. But I know possums to have a different way of knowing, feeling more than thinking. They should leave their children at home, though.

Armadillo

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

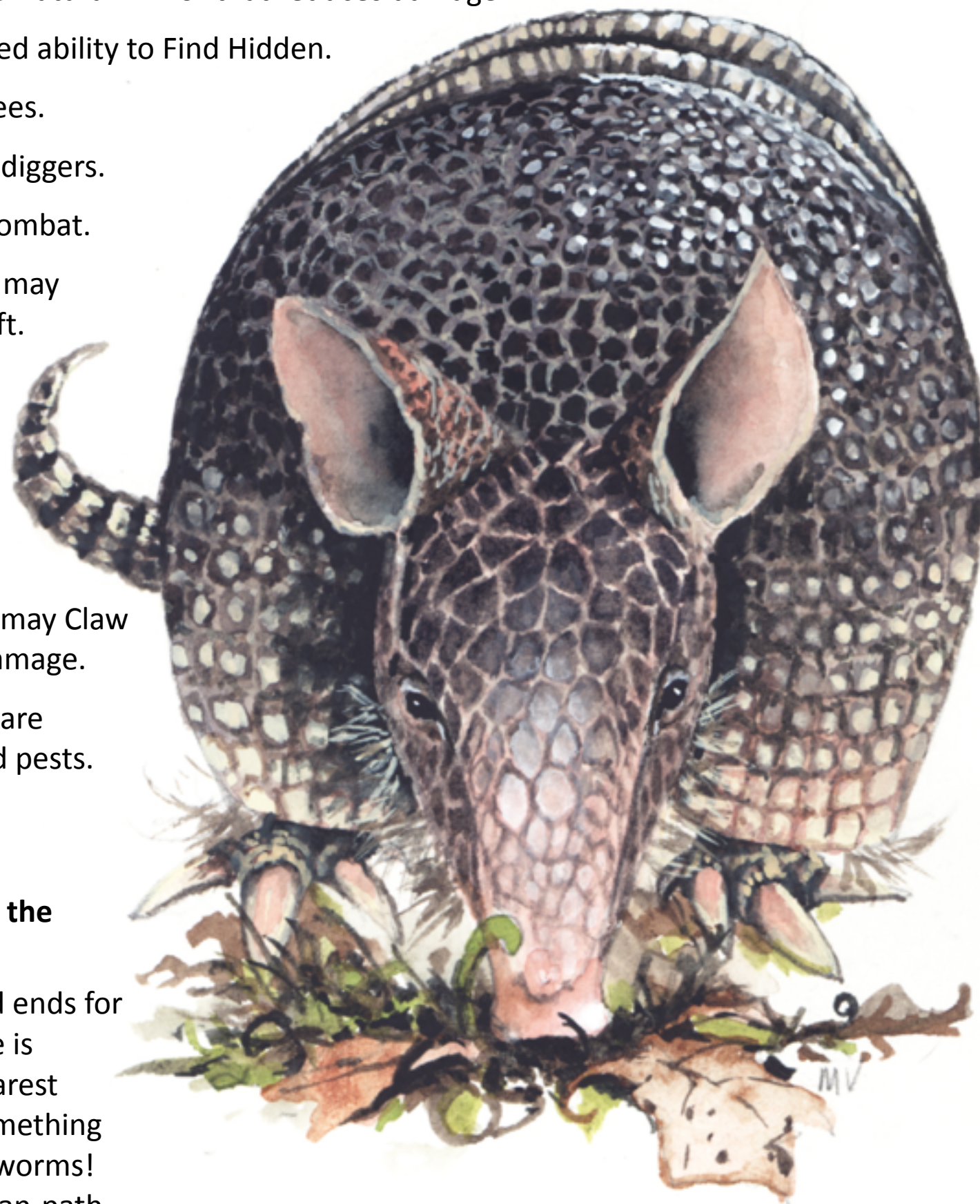
CON Rating for Hit Points.

Special Abilities

- In Pursuit or Combat, Traders may Roll Up.
- In Combat, Traders have Natural Armor that reduces damage.
- Traders have an increased ability to Find Hidden.
- Traders cannot climb trees.
- Traders are exceptional diggers.
- Traders cannot Bite in combat.
- At **CON** Level 3, Traders may Walk Underwater or Raft.
- At **SML** Level 3, Traders may Claw in combat for double damage.
- At **SML** Level 6, Traders are immune to diseases and pests.

About Traders, Hawksbeard the rabbit says:

I'm always wanting odds and ends for working my herbs, and there is nothing like a visit to the nearest Turtle-Rabbit if you need something to trade. And they work for worms! Don't let one run across a man-path, though. It is not pretty.



The Trader

Smell (SML)



About Grifters, Moxieplum the rabbit says:

It's a scandal! Simply disgraceful the way those nut smugglers carry on, dashing up a tree to taunt and heckle. They are just fancy rats, I say. Oh, they chatter a good deal, but give me an honest story any day, without all the tail wagging.

Special Abilities

- In Pursuit, Grifters may Tree Dash
- In Combat, Grifters may Leap Acrobatically.
- In Combat, Grifters may Taunt.
- Grifters can climb trees, including tree canopies.
- Grifters are weak diggers.
- Grifters get a facing change bonus in combat.
- At **CHA** Level 3, Grifters may Lie and Cheat without detection.
- At **CHA** Level 6, may count to seven (beyond seven is a thousand).

Charisma (CHA)

STR Rating for Damage & jumping.

SPD Rating for Defense, climbing, swimming.

AGI Rating for Attack, carrying, and disarming traps.

CON Rating for Hit Points.

Squirrel

The Grifter