

# 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-).

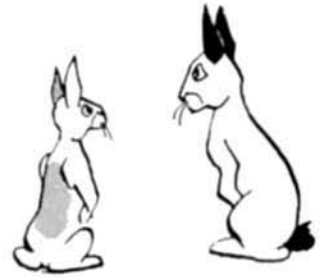
Phobia: -15/-30: Being Alone (Auto-).

## 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	Etc.			
		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. Prereq: 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.

Languages are on p. 29. Herb List is on pp. 40-42. Both may be photocopied for personal use.

