

Chapter 1 : GURPS Resources

GURPS Bunnies & Burrows is a new edition of the classic game originally published in 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!

Both games are needed to understand the rules. GURPS is one of the finest game systems on the market. The marriage of these two games is a happy combination that will delight many gamers. In general, it is assumed that the GM has read both books. Charts with numbers, such as 5. If that happens, I hope to be the author of such a translation, and this system will be the nucleus of it. But this remains an interesting article, so we left it on Illuminati. Human stats are dealt with in the Creature section. The cost to purchase an attribute at any particular level is the same as in the Basic Set e. Advantages, Disadvantages and Skills are handled as usual with exceptions noted in the following sections. Animal Empathy to mean Other-Species Empathy. Empathy is expanded to include new potentials: In a private correspondence, one of the authors urged me to experiment with magic rules if I so desired. The GM may prohibit Phobia of Magic. Phobia of Crowds goes into effect at 5 Rabbits! This is likewise more serious: A Berserker Bunny sounds like a dead bunny "Wolves! A GM may allow a Rabbit that only berserks against other Rabbits: Fear of Loud Noises, Monsters and Oceans come to mind immediately! The PC should get the point value of these Disadvantages, though they do not count against the limit. These Phobias may also be taken in the severe form for extra Disadvantage points. These extra points do count against the limit. Inherent Phobias may also be bought off as Advantages: Immunity to Loud Noises, etc. Thus, if the GM has ruled that all rabbits are afraid of Monsters any sizable creature never encountered before! This allows for variation among Rabbits. The GM may prohibit any Advantage or Disadvantage as he sees fit, depending on how close to the original game or Watership Down he wishes to play. Speed and Move Due to the shift in scale and relative speed differences between Rabbits and Humans, it is impossible to produce an accurate movement and distance scale that is familiar to GURPS players. Other animals will have a Speed assigned to them see Creatures. Length The average Rabbit is 15" long stretched out; add or subtract 1" per ST. Females are larger than males in tame Rabbits, but the same size in wild Rabbits. Note that there are some new skills in later sections. Skills are of the same difficulty as in the Basic Set except as noted. All Rabbits have this skill at level 14 or their IQ, whichever is higher. Digging for habitation Burrow Construction. Leather and Woven-Fiber Crafts. Natural Materials or Human Artifacts. Default to each other at Acute Smell level added to IQ for base. Acute Smell level added to IQ for base for detection of traps, but not for springing them. Tech Level Rabbit, of course. For Architecture this means knowledge of all types of burrows, not human buildings. For Meteorology it means Weather-sense. For Engineering this refers to primitive "stone-age" machines and constructions as well as figuring out simpler human artifacts. For Mechanic it means the use and repair of such machines and artifacts. Generally, the GM will require an Engineering roll to figure out how to accomplish a task, and a Mechanic roll to actually do it. There may be minuses to either or both of these rolls, sometimes severe. The simpler the machine, the lower the minus. In short, this means that the enthralled rabbit will follow any order given by the Bard. The Enthralment is immediately broken if the Bard attacks the victim. The enthralment lasts for 1 hour. Three skill rolls are needed vs Bard skill: If the second or third roll fail by 1 or 2, the Bard may continue the story another 10 minutes and try once more at an additional He made his rolls by 7, 1, and 2, respectively. This means he made his roll by an average of 3. A listener would have to make his IQ roll by at least 3 to avoid being Enthralled. A Maverick a Rabbit who lives alone is more susceptible to Enthralment: Normal storytelling without any attempt to Enthrall is made as usual vs Bard skill. Herbarium is the correct name for the study of herbs. The term has been out of use for centuries, but is more accurate than coining a new word such as Herbology which the GM is free to use if he prefers the sound of it. All of the herbs in section 5. The effects of the herbs in chart 5. Up to three separate skill rolls are needed to produce an herb ready for use: Identification of the use of the herb; Identification of the proper part of the herb to use; Preparation of the herb. A failure of any of these rolls still produces an end-product ready for use. The GM makes all rolls in secret,

and except for critical successes and failures gives only vague information about the herb. Trial and error is the way Herbalists learn! Please note the advice in section 5. This is an excellent suggestion if any of your players own a copy of the book. Identification of the use of the herb: If possible, the GM should describe each herb to the Herbalist. If the Herbalist later comes across an herb he already knows, and does not recognize it from the description, then treat it as an unknown herb – though this assumes a GM who is accurate and fair in his descriptions. Alternately, the GM can simply say the Herbalist recognizes the herb on a successful Herbalist roll with no minuses. Herbs listed there by Smell Type and Clarity. The GM makes an Herbarium skill roll at the following penalties: Dense These penalties are cumulative: If the roll is made, the Herbalist has correctly identified the plant, either from a description or actual sample his teacher once gave him. This does not necessarily give him the name of the plant or even an exact explanation of what it is good for. This simply means that the character has some idea of whether this is a harmful herb, or beneficial, or affects DX rather than HT, etc. The better the roll, the more information that is given. In case of critical success, the GM should be very precise in his information: Note that the Herbalist should not even know how difficult the roll is! If the roll is failed, the GM will probably tell the player that his character has no idea what the herb does. In case of critical failure, the GM will lie to the player! Identification of the proper part of the herb to use: Note that some herbs have more than one correct part. If the player decides to experiment with a certain part, no skill roll is needed. On a successful roll, the GM tells the Herbalist that a certain correct part of the herb smells stronger than any other. On a failed roll, the PC is unable to distinguish any part as more potent than any other. In this case, the player will have to experiment with the plant, telling the GM which parts he is using. The GM should refer to chart 5. On a critically failed roll, the GM lies about the correct part. Preparation of the herb: Assess a minus to the Herbarium roll for preparation as follows: Squeeze -4 Make the roll appropriately. There is only one minus per herb on this third roll – knowing what to do and doing it are included in the one roll. If the Herbalist decides to prepare the herb in a certain way himself, roll vs. Herbarium with only half the minus for properly carrying out the preparation – round in his favor. Of course, he may have chosen wrong, so even if that roll is successful, the result may still be Poisonweed!

Chapter 2 : Bunnies and Burrows by Frog God Games â€™ Kickstarter

GURPS Bunnies & Burrows is a sourcebook for www.nxgvision.com Bunnies & Burrows game was modified by Steffan O'Sullivan and republished by Steve Jackson Games as an official GURPS supplement in

Bunnies and Burrows 3rd Edition Something wicked this way hops! Dangers abound in a hostile world of forests, fields, and farms. You and your woodland companions â€™ rabbits and friends of rabbits â€™ are a tough band of protectors and explorers, ready to take on the challenge. This tactical role-playing game views the world from a unique angle, with different goals and approaches than any kind of traditional role-playing game. Rich and complex mechanisms allow you to cover any angle of rabbit life â€™ including wargaming â€™ if you choose to expand the game beyond the basics of role-playing woodland animals in a world where nature is red in tooth and claw. Frog God Games has partnered with Dr. Dennis Sustare and Dr. Robinson to return a venerable and influential piece of tabletop roleplaying games to print. This tactical roleplaying game weighs in at approximately pages of full color adventure in the style of Redwall and Watership Down. It also contains a map of the known world okay, the world is pretty small when you are a rabbit and printable tactical maps and animal tokens for various encounter types and scenarios. The Rabbit Known World. It even teaches you how to count to any number greater than four. It is also versatile, allowing play either as a storytelling-focused game or as a tactical and perhaps brutal battle series between our plucky rabbits and voracious predators! If backers purchase the rulebook, it will be upgraded to hardcover for everyone who gets a physical book, free of charge! Published by Fantasy Games Unlimited in , the game centered on intelligent rabbits. It introduced several innovations to role-playing game design, being the very first game to allow players to have non-humanoid roles, and the first to have detailed martial arts and skill systems. As rabbits, player characters are faced with dangers mirroring those in the real world. The only true "monsters" in the game are humans, but there are many predators, traps, and natural hazards. Same authors, new publisher, more bloody rabbit heroics. Original cover of the 1st Edition written by Dr. All shipping fees are calculated and charged using BackerKit. This does not include an upgrade to hardcover, but should significantly decrease those pesky, gigantic shipping costs. If you are an overseas customer and want the hardcover, you must pledge at a different level. Likewise, if you want the physical softcover modules and maps, you need to order them at a different pledge level as well, as that will necessitate shipping from the US. For this pledge, one must attend the convention at their own cost. At this event, we will pay for: Shipping is also FREE, anywhere in the world! Additionally, one tapestry map of your choice is included. This reward also includes automatic entry into a Bunnies and Burrows game run by Dr. Limited to 2 backers So what is new and different? In this new edition, you can still play as a rabbit, but you also have the option to play as a raccoon, squirrel, chipmunk, skunk, porcupine, opossum, jackrabbit, or armadillo, each with their own characteristics and abilities. Many aspects of the original game have been enhanced here. A full, logical system of herbalism is presented, forming an analogue to the magic systems in other fantasy roleplaying games. Predatory behavior is expanded to include the pursuit phase as well as the final combat. The bestiary presented is greatly expanded over the original version. We have worked hard to provide an ecological feel in the game, and to outline a wide range of habitats to explore. There are introductory adventures included, and guidance on how to create your own adventures and run a campaign. We provide a good variety of play-aids, and have created a series of mini-games that are great fun all by themselves, but can also be incorporated into the campaign itself. We hope you enjoy it. Only the Gamemaster who will run the campaign needs to read this entire rulebook, for the players can begin creating characters and starting play without knowing the details, learning as they advance. But all the players will find that they do better with a deeper understanding of the rules, especially those that directly pertain to the profession they choose for their character. This book is organized into three main parts. In this part you will learn how to create a character, the special abilities of that character, and what role each trait plays during the game. No matter what profession you choose, you will find that all the traits are useful to you during play. Multiple classes of rabbits are available, for example: 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. You look familiar, but we may have never met 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. The second part is *Playing the Game*. Here you will learn how the game works, though we urge you to start playing and learn through experience as guided by your Gamemaster. The rules of pursuit and combat are in this part, as well as sections on food, pests, diseases, and all the other things that are part of the life of rabbits. The third section is *For The Gamemaster*, which explains how to run a campaign and design adventures. As the Gamemaster, you can decide the form the campaign takes, limited only by your imagination. Where will the rabbits live? What quests or challenges do they face? Will you have a campaign that stresses exploration, develops story lines, or is a continual battle to survive? You can decide, and you can tailor your campaign to meet the needs and desires of your players. The third part is followed by several appendices that the Gamemaster will need as reference material. There is one on herbs, a bestiary, and various player aids. Also included are detailed encounter tables and a 35, word bestiary of friends and enemies you can encounter in the game. These are full-color, printable cards that have individual illustrations for each bunny class. Free player maps added to all books and adventures, both in print and PDF! This also unlocks the collector edition book. A Quick Reference Guide to the Bestiary: Predators and Neutral Animals will be added as an Appendix. So I have the rules—now what? You will find no armored knights, no hooded clerics, and no staff-wielding wizards in this game. What, you may ask, can rabbits even do? In real life, rabbits are fascinating creatures with surprisingly complex behavior. The Fighters have combat tactics that make them a match for fearsome predators, the Herbalists have access to plant lore that creates a world of virtual magic, the Empaths can heal and deal damage by laying on paws, and All of the adventures presented here take place in a protected valley on the seacoast known as Coneylaeth. There are rivers and streams, ponds and marshes, oak woodlands and pine forests, farmland, hills and mountains, and even a small town. It takes place in late winter, when the snow and ice lingers and the first buds of spring are appearing. The central premise is a familiar theme in fictional works featuring rabbit characters, from Peter Rabbit to Watership Down: It is designed for one to several players with newly-created, beginning-level characters. We recommend that new players use this opportunity to create new characters from scratch for their first use in this adventure. Like *The Garden Raid*, *The Fairy Ring of the Nibble Onions* is designed for low-level characters and is well suited for new GMs who want to try their hand at running a more complex adventure. Set in the full bloom of spring, it contains a collection of colorful NPCs that serve as allies and adversaries for your party of rabbits, and all the necessary maps, lists of valuable things to discover, alternative outcomes for critical choices players may make, and a rich storyline to add depth and color to the game. *The Fairy Ring of the Nibble Onions* also introduces an Act and Scene format to facilitate ease of use while advancing the storyline with little preparation by the GM or players. Just follow the steps outlined in the section titled *Using this Adventure* and you should be playing within 15 minutes. The different Acts and Scenes also can serve as convenient break points, providing players a chance to grab snacks or pause the adventure until another evening. This is an adventure designed to be completed in one game session. *Shadow Deep* is intended for mid-level characters, which may be characters that players have advanced from previous play, or selected from a collection of pre-made characters provided at the end of the *Adventures* appendix. It is situated in the same rabbit world and shares some NPCs with the other adventures. This is another One-Shot adventure intended to be playable in a single gaming session. It is designed for low-to-mid-level characters. Set in autumn, and suitable for a Halloween-inspired evening, it features a horror theme complete with a mysterious hound, a gloomy vulture, strange moaning, and a ghost. This reward grows with added stretch goals. **Digital Reward Shipping** We will email the instructions to groups of eligible backers with instructions on how to access PDF pledge rewards. This is a three-step process that is completed using our web store. That code we will be sent via email to backers or will be provided through Backerkit. This process gets you your correct reward, ensures your future access to your reward files, and allows us to track project fulfillment. **Physical Reward Shipping** When the Backerkit site for this project is

DOWNLOAD PDF GURPS BUNNIES AND BURROWS

ready, you will receive an email. This is a separate communication than the Kickstarter survey.

Chapter 3 : Bunnies and Burrows - 1d4chan

Bunnies & Burrows (B&B) is a role-playing game (RPG) inspired by the novel Watership Down. Published by Fantasy Games Unlimited in , the game centered on intelligent rabbits.

Chapter 4 : Bunnies & Burrows - Wikipedia

GURPS Bunnies and Burrows: Published in , it uses GURPS as the system. Bunnies and Burrows has long been recognized as a very inventive game. It was the very first roleplaying system to allow non humanoid characters, the first game to have a Martial Arts combat system (called Bun Fu), and the first game to attempt a skill system.

Chapter 5 : Bunnies and Burrows | All The Tropes Wiki | FANDOM powered by Wikia

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

Chapter 6 : GURPS Bunnies & www.nxgvision.com - [PDF Document]

GURPS Bunnies & Burrows has 28 ratings and 1 review. Emilio said: QuizÃs la ambientaciÃn para juego de rol mÃs extraÃa que he visto en mi www.nxgvision.com amb.

Chapter 7 : GURPS Bunnies & Burrows | RPG Item | RPGGeek

A series of only one item. Normally we would not consider this a series but here we have a corner case since GURPS B&B wants to link up to both GURPS (the parent RPG) and to the Bunnies & Burrows family.

Chapter 8 : GURPS Classic: Bunnies & Burrows - Steve Jackson Games | GURPS Third Edition | www.nxgvision.com

GURPS Bunnies & Burrows is a new edition of a classic game originally published in Completely revised, expanded and converted to GURPS, it presents a world in.

Chapter 9 : Bunnies and Burrows | GURPS Wiki | FANDOM powered by Wikia

Pyramid, GURPS Bunnies & Burrows, Bunnies & Burrows is a fantasy roleplaying game where the characters hap- pen to be rabbits. Since it is fantasy, these bunnies.