

Animals!

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2. Credits

2.1. Graphics

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2.2. Playtesters

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3. Introduction

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Animals is a role-playing game where you play animals.

3.1. What is Animals! the Role-Playing Game?

Animals! Is a role-playing game where you play animals with human-like intelligence, and feelings.

3.2. Obtaining Animals!

You can always get the newest copy of Animals! At:

<http://wolf.bergenheim.net/rpg/animals>

3.3. Required Materials

You will need a regular deck of playing-cards (with 4 Jokers). If you do not have 4 jokers, remove 2 colours from the deck. You should now have 38 cards in total. The probabilities will remain the same, but you might feel that you want to shuffle the deck more often...The cards are used like this:

2-10

Are valued at 2-10 respectively.

J

Is valued 11

Q

Is valued 12

K

Is valued 13

A

Is valued 14, except in skill resolution, where it denotes superb success.

Jokers

Redraw, except for skill resolution, where it denotes blunder.

You will also need pencils and paper and perhaps some erasers.

4. The Character

This section details how to create your character.

You will also need pencils and paper and perhaps some erasers.

4.1. Attributes

There are 9 attributes; 5 physical and 4 mental. The attributes measure the physical and mental abilities of the animal. A stat has a minimum value of 1, and a maximum of 14 plus (+/-) the species modifier.

4.1.1. Physical Attributes

Strength (STR)

Strength measures the raw physical power of the animal.

Deftness (DFT)

Deftness measures agility and reflexes of the animal.

Dexterity (DEX)

Dexterity measures the ability to manipulate objects and such.

Speed (SPD)

Speed is simply a measure on how fast the animal is capable of moving.

Strength (HLH)

The resistance to damage, disease and poisons.

4.1.2. Mental Attributes

Craft (CRF)

Craft is the attribute that measures how well an animal can learn and utilize what has been learned. A low Craft doesn't mean that the animal has to be played like a moron.

Will (WIL)

Will reflects the animal's strength of personality, and also the ability to impose its wish on others. It is also a measure of bravery and sanity and over all ability resist mind-damage.

Curiosity (CUR)

Self explanatory. Simply how curious the animal is. A high curiosity will imply a want to learn new things but at the cost of common sense i.e. the animal has to make a Will Saving throw or it will go exploring, etc.

Charisma (CHA)

Charisma is a measure of the animal's presence, it's "aura" if you will. It also measures its mental and physical beauty, however it still counts as a mental stat, as physical beauty is only a minor part of it. (There are animals whose mere presence wakes a sense of respect, even though they are not physically beautiful).

4.1.3. Attribute scores

To get the initial values you get to draw 9 cards. These represent the raw score, and to that the species score is added, to get the attribute score. The attribute score **must be positive, and may not be greater than the species maximum.**

4.2. Natural Abilities

Natural abilities are the inborn abilities that the animal possesses. i.e. All animals know how to find food.

4.2.1. Ability Descriptions

4.2.1.1. Brawling

Score: Average of STR, DFT and WIL for brawl style. Average of SPD, DFT and WIL for evade style.

Description: Brawling is the ability to fight. If the animal does not possess any combat skill this ability is used

instead.

4.2.1.2. Hunting / Foraging

Score: Average of CUR, CRF and WIL

Description: Hunting is the ability to find, catch and kill other animals for food. Foraging is the ability to find plants that can be consumed for food.

4.2.1.3. Jumping

Score: SPD

Description: Jumping is used to Leap or Jump. Leaping is mostly horizontal movement, while jumping is mostly vertical movement.

4.2.1.4. Climbing

Score: Average of DFT and DXT

Description: Climbing is the ability climb over obstacles. It covers all forms of climbing from ladders to mountains. The rate at which the climbing animal moves is equal to Movement rate x (EN / 14).

4.2.1.5. Swimming

Score: Average of DFT, STR and HLH

Description: Swimming is used for movement in water. All water animals have a Score of 14 in swimming. Swimming ability checks are not needed for calm water. If the water is not calm, an ability check is needed. A successful swimming check means that the animal is capable of holding its head above water, and able to move in the desired direction. Critical success enables the animal to complete the rest of the swimming trip without incident. If the animal fails the swimming check it means that it's head has gone under water, and it must struggle to get to the surface. The animal will have to make another Swimming check. If the second maneuver fails it will begin to drown. A drowning animal will take 1 minor wound for every failed swimming maneuver. Two consecutive successes mean

Animal	Beetle	Ant	Bee	Spider	Centipede	Earthworm	Flatworm	Rodent	Shrew	Mole	Bird	Reptile	Frog	Ferret	Hedgehog	Guineapig	Bunny	Cat	Wolf	Horse	Tiger	Lion	Giraffe	Dear	Moose	Elephant
STR	2	1	1	0	1	0	0	0	1	1	-1	1	0	1	2	0	2	0								
DFT	0	1	1	2	0	2	0	2	2	2	1	1	0	1	-1	-1	1	2								
DXT	0	1	1	2	0	1	-1	1	0	0	1	0	0	0	0	1	0	0								
SPD	0	1	2	0	1	-1	-1	2	1	0	2	2	1	1	0	0	2	1								
HLH	1	0	0	0	1	1	2	1	1	1	0	1	0	1	1	-1	0	1								
CRF	-1	-1	-1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0								
WIL	0	0	0	1	0	1	0	-1	0	0	1	0	0	0	1	1	1	-1								
CUR	-1	1	1	0	0	0	0	2	1	1	0	-1	0	1	1	0	0	0								
CHA	0	0	0	-1	0	0	0	0	0	0	0	-1	0	-1	0	1	0	0								

Table 1 Animal attribute modifiers

that the animal has succeeded in getting back up and is no longer drowning. One success means that the animal is still struggling, but its head is above water.

4.2.1.6. Stalking

Score: Average of DFT and WIL

Description: The ability of moving silently. The finder must beat the stalker's ability check with his Find ability.

4.2.1.7. Hiding

Score: Average of CRF and WIL

Description: The ability to conceal one self or some(thing) else. The finder must beat the hider's ability check with his Find ability.

4.2.1.8. Building

Score: Average of DXT, CRF and DFT

Description: The ability of building something (usually a nest). This ability is general in nature, meaning that one can try to build anything one can think of.

4.2.1.9. Impressing

Score: Average of CHA and WIL

Description: The ability to lead other animals, or to impose ones will on others.

4.3. Learned Skills

Learned skills are skills that require training to master, they are not inborn like natural abilities.

4.3.1. Skill resolution

First the GM assigns a difficulty for the skill. (This can be kept secret to increase tension, or announced publicly to do the same). Then the player draws a card, the value is added to the skill. The GM then draws a card, this value is added to the difficulty value. The drawn card of the winner is the Effect-value. If the player draws an Ace (A) the result is a "Superb success", if the drawn card was a Joker, the result is a Blunder. If the GM drew a joker it is considered to be valued 1, and an ace is valued 14. If the skill-check was a failure, the Effect-value is negative.

Example:

Player: Roger rabbit will jump over the fence.

GM: OK, thats quite easy, lets say difficulty 5.

Player: Ha! (he drew a 7, and his Jumping score is 10)

GM: A 4, that makes a total of 9. Roger jumps easily over the fence.

Player: That was easy! Roger jumps back, to show off!

GM: OK, same difficulty, 5.

Player: NOOoooo! I got a 2!

GM: Mwhaha! I got a 10, that makes an effect-value of -10! Roger would have made the leap, but that fence-pole got in the way. Roger receives a light wound.

4.3.2. Skill Advancement

Every time a player draws an Ace (A) the attempted skill will improve by 0.5 points (round down, so that only after two separate attempts that result in drawing an ace, you get an improved skill). One also learns from mistakes, so that drawing a Joker will increase the skill by 0.25 points. One can also train one self in skills. Training full time for one week will improve the skill by 0.25 points.

After each adventure the GM can give out 1-14 points, depending on the difficulty of the adventure. These points can be used to increase skills. The first rank costs 7 points, and each additional costs equal to the vale of the new rank. Any ammount of points may be put in "storage" to be used after the next adventure.

Example: After a successful adventure Mike (the player of Roger Rabbit) gets to spend 5 points on skills. He could increase the skill Tale Telling from 2 to 3, and then have 2 points left over, or he could Increase the sprinting from 4 to 5, and have nothing saved, or he could save the whole 5 points to that after the next adventure he can learn the skill Construction.

4.3.3. Skill descriptions

4.3.3.1. Sprinting

Initial Skill Score: SPD divided by two.

Description: The skill of running really fast.

4.3.3.2. Disarm Traps / Open Locks

Initial Skill Score: Average of CRF and DEX divided by two.

Description: The skill of opening locks without a key, or disarming traps, without triggering them.

4.3.3.3. Tale Telling

Initial Skill Score: Average of CRF and CHA divided by two.

Description: The skill of telling good stories to an audience. The tale teller will can remember one long story per score value. This skill also covers reading stories.

4.3.3.4. Acrobatics

Initial Skill Score: Average of SPD and DFT divided by two.

Description: The skill of doing all kinds of gymnastic and leaping maneuvers. It also covers flying acrobatics, and maneuvering.

4.3.3.5. Construction

Initial Skill Score: Average of CRF and DEX divided by two.

Description: The skill of building things like complex nests, and structures.

4.3.3.6. Operate doohickey

Initial Skill Score: Average of CRF, DEX and CUR divided by two.

Description: The skill of working on / with different doohickeys (devices built by some-one). This skill cover both figuring out what a doohickey does, and how to use it. i.e. A rat could learn how to use a calculator!

4.3.3.7. Magic

Initial Skill Score: WIL divided by two.

Description: With this skill the animal can do magic! The player declares what she wishes the magic to accomplish. The GM will assign a difficulty and a power cost (see Magic Section for some sample difficulty ratings, and Power costs).

4.3.3.8. Fight

Initial Skill Score: Average of STR, DFT and WIL divided by two.

Description: Three versions of this skill exist: Fight – Kill, Fight – Flee and Fight – Fight. See section on Combat for more information.

5. Magic

5.1. Why magic?

I wanted to have some mystical phenomena in Animals. I had to choose between magic and psionics. I chose magic, because it is more dramatic.

5.2. Magic resolution

Magic is simple to resolve. The player declares what kind of magical effect he wants. The GM then assigns a difficulty and a power rating. The player then tries to resolve a magic skill. If he is successful the GM (or player) then describes the magical effect. If the skill check fails, the power is still lost and the magic fails. Depending on the effect value of the failure, the GM can give the failed magician some form of penalty. If the result is a Joker, the penalty should be something out of the ordinary.

Example: Roger rabbit tries to use magic. he is not so good at it (score 5), his power is 7.

Player: Roger tries to use magic to open the fridge.

GM: Hmm... That's not so hard... Difficulty 6 and power 2 (it has a heavy door)

Player: Yes! I got a 7!

GM: You made it, I only got a 4.

Player: Roger flaps his ears and dances an opening dance. A barely visible giant rabbit appears to open the fridge door, and then disappears suddenly!

Player: Now Roger will try to use magic to fly up to the carrots!

GM: That's quite a feat for a rabbit. Difficulty 10, power 5.

Player: Oh well I'll do it anyway... I got a 7...

GM: Sorry, I drew a 5. That gives you an effect value of 5. Rodger doesn't even leave the ground. You lose the power, that is 5 points...

If Roger would have drawn a Joker, this would have happened

Player: Nooo! I got a joker...

GM: Too bad for Roger, but on the bright side I drew only a 5, so he won't sprout wings, but his ears will flap for the next 5 hours, during which you can not use any magic, because it is so distracting. Roger is at -1 to any maneuvers.

5.3. Power value

Power value determines how much magic an animal can do every day. Every time an animal does magic the current value is reduced by the amount the GM states. The current value may be reached by one full period of resting (depends on the animal) The amount of power an animal has available is equal to WIL + 1.

5.4. Sample magical effects

In this section some sample magical effects will be listed along with suggested power use, duration difficulty and a description.

5.4.1. Flying

Difficulty: 10

Power Cost: 5

Duration: As long as the animal can concentrate on flying.

Description: This magic will allow an animal to fly without wings! The movement is quite fast (maximum of double normal walking rate), and any stunts will require a successful acrobatics maneuver or a Deftness ST.

5.4.2. open lock

Difficulty: 5

Power Cost: 2 + 1 – 5 (depending on the size of the door)

Duration: Until locked again.

Description: This magic opens a lock, and any door it might hang on.

5.4.3. telekinesis

Difficulty: 6

Power Cost: 5 + 1 / kg of the object

Duration: As long as the animal can concentrate.

Description: With this magic the animal can move around of any kind of object. It moves quite slowly (10 m / min).

5.4.4. break object

Difficulty: 8

Power Cost: 7

Duration: Instant and permanent

Description: This magic will break an object (clock, vase, book, TV, etc).

5.4.5. heal

Difficulty: 4

Power Cost: 2 / L, 5 / S, 10 / M

Duration: Permanent.

Description: With this magic the animal can heal wounds.

5.4.6. invisibility

Difficulty: 6

Power Cost: 5

Duration: 1 Minute per value of drawn card (A = 1 hour)

Description: This magic turns an animal invisible. The invisibility can be cancelled by the caster at any moment before the duration. If the invisible being is struck, or makes violent movement (like fighting) the invisibility will wear off.

5.4.7. sense enchantment

blah

6. Combat

6.1. 3 ways of fighting

6.1.1. Kill

6.1.2. Fight

6.1.3. Flee

6.2. The combat resolution

6.3. Wounds and Dying

6.4. Healing

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