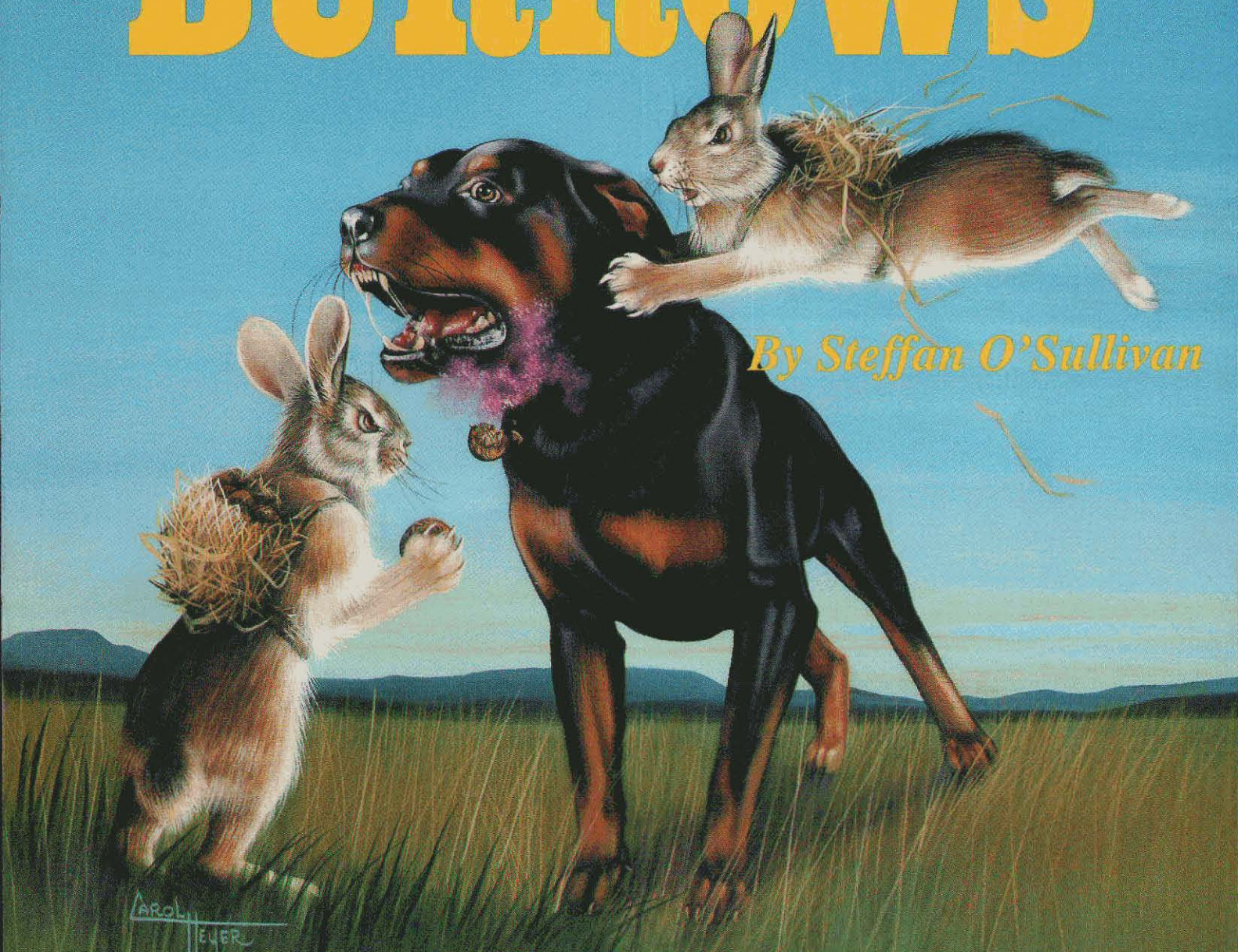


GURPS®

BUNNIES & BURROWS



By Steffan O'Sullivan

Roleplaying in a World of Intelligent Animals

Based on the Original Game by B. Dennis Sustare and Scott Robinson

STEVE JACKSON GAMES

A WORLD FULL OF ENEMIES!

GURPS Bunnies & Burrows is a new edition of a classic game originally published in 1976. 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!

GURPS B&B is a game of wits, rich in roleplaying possibilities. A rabbit can't bully his way through the world – not usually, anyway! Characters in this game must be clever to survive.

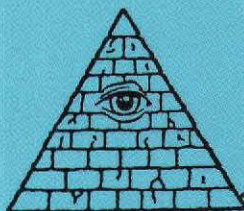


This book and the *GURPS Basic Set* are all that is needed to run a *B&B* campaign. Inside are:

- Complete character creation rules, including rules for bunny Engineers, Seers, Empathic Healers, Herbalists, Storytellers and Bun Fu martial artists!
- A campaign world background, where your rabbits can raid gardens, challenge dogs, outwit foxes, and battle sinister packs of mongooses.
- Rules and tips for GM-ing a *B&B* campaign, including rules for combat, traps and poisons, jumping, climbing, throwing, digging, carrying items, using tools, sense rolls and more.
- Complete stats for over 50 well-known species – neutral animals, “shady characters” and treacherous enemies.
- Two full-length adventures and over a dozen mini-scenarios.
- Six ready-to-run characters on reproducible character sheets.
- An “Instant Bunnies” handout for creating new characters easily.
- Reproducible counter art of rabbits (and their foes) for use with the advanced combat system.

The *GURPS Basic Set* is necessary to play this game.

Written by Steffan O’Sullivan
Original Game Design by Scott Robinson
and B. Dennis Sustare
Edited by Jeff Koke
Cover by Carol Heyer
Illustrated by Jim Groat



STEVE JACKSON GAMES



ISBN 1-55634-237-3

SJG01695 6060

Made in U.S.A.

GURPS®

BUNNIES & BURROWS

Roleplaying in a World of Intelligent Animals

By Steffan O'Sullivan

Original Game Design by B. Dennis Sustare and Scott Robinson

Additional Material by Ann Dupuis, Michael Hurst,
Scott Robinson and B. Dennis Sustare

Edited by Jeff Koke

Cover by Carol Heyer

Illustrated by Jim Groat; Counter Art by Laura Eisenhour

GURPS System Design by Steve Jackson

Jeff Koke, Managing Editor; Loyd Blankenship, Product Development Manager

Chris McCubbin, Art Director; Derek Percy, Print Buyer

Page Layout and Typography by Clair LaVaye and Monica Stephens

Production by Laura Eisenhour, Jeff Koke, Clair LaVaye and Monica Stephens



Playtesting and Useful Suggestions: Mike Berg, David Birkhead,
Brian Campbell, J.C. Connors, Pam Dotson, David Dotson,
Ann Dupuis, Paul Dupuis, Brian Edmonds, Robert Gilson,
Steve Jackson, Elizabeth McCoy, Chris McCubbin,
Sean McLachlan, Walter Milliken, Cindy Pape, Paul Sabol,
Bill Seurer, John Seymour, Joyleen Seymour, Robin Svenson,
Steven Szabo and Josh Weiss

Special thanks to: Joyce Bruce, Robert E. Fitzpatrick (and his
elephant, Truffles), David G. McMurrin,
Lamson Library, OCLC and my family and friends.

GURPS, Illuminati, Roleplayer and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. All names of other products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. GURPS Bunnies & Burrows is copyright © 1992 by Steve Jackson Games Incorporated. All rights reserved. Printed in the U.S.A.

ISBN 1-55634-237-3

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

INTRODUCTION3

What is <i>Bunnies & Burrows</i> ?	3
About <i>GURPS</i>	3
About the Author	4
Lagomorphs	4
Organization	5

1. WHAT EVERY BUNNY

SHOULD KNOW6

Cunicula: Rabbitland	7
A Day in the Life of a Rabbit	7
Glossary of Terms	7
Warrens	8
Rabbit Names	8
Secret Passages	9
Burrow Maps; Forms and Scrapes	10
Survival	11
Tricksters, Gamblers and Thieves	11
Wager Tasks	12
Sticks & Stones	12
Mavericks	13
Food and Energy	14
Grooming	14
Thumping; Territorial Behavior	14
Mating	15
Other Species	15
Neutral Animals	15
Freezing and Bolting	15
Birth Control	15
Shady Characters	16
Lecherousness	16
Enemies	17
Special Foes	17
The Lagocentric Universe	17

2. CHARACTERS18

Changes in Scale	19
Advantages	20
Peripheral Vision Diagram	20
New Advantages	22
Disadvantages	22
New Disadvantages	24
Skills	25
New Skills	27
Languages	28

3. BUNNIES BEYOND30

Psionics	31
ESP	31
Power Levels	31
Limitations	31
Telepathy	32
Seers, Empaths and Healers	32
Telepathy and Familiarity	32
Empathic Healing	33
The Shout	33
Psionics and Non-Rabbits	33
Psionics and Humans	33
Shock, Stun, Fright	34
Empaths in Combat	34
Psis of Other Species	35
Seers and Empaths Using Magic Rules	35
Herb Lore Terms	36
Herb Lore	37
Skills	37

Starting Material	37
Plants & Habitats	38
Types of Herbs	39
Herbs and Other Species	39
Sample Herb List	40
"Resisted" Herbs	40
Using Herbs	41
The Phases of Herb Lore	42
Storage of Herbs; Carrying Herbs	42
Analyzing Herbs; Side Effects	43
Trading Value of Herbs	44
Non-Rabbit Herbalists	45
Real Stories in the Game	46
Storytelling and Fatigue	46
Poisonweed	47
Enthrallment Summary	47
Language and Enthrallment	47
Audience Size	48
Storytelling	49
Resisting Enthrallment	49
Storytelling as Entertainment	50
Enthrallment: Storytelling as	
Audience Control	50
Mavericks and Storytelling	50
Storytellers of Other Species	50
Martial Arts	52
Basic Skills	52
Concentration and Martial Arts	52
Bun Fu Style	53
Maneuvers	53
Fright Checks and Martial Arts	53
Maverick Martial Artists	54
Damage Bonuses	55
Status	55
Unusual Background	55
Acrobatics Maneuvers	56
Acrobatics	56
Other Skills	56
Other Species	56

4. BUNNY BATTLES58

Basic Combat	59
Maneuvers	59
Defense	59
Unarmed Combat	59
Deadliness	59
Fright Checks in Battle	59
Wild Swings	59
Constricting Snakes	59
Birds of Prey	60
Shaking	60
Advanced Combat	61
Movement	61
Close Combat	61
Bounding During Combat	61
Facing Changes	61
Hit Location	62
Wounds on the Limbs	62
Ranged Attacks	63
Flying Tackle	63
Attacking Inanimate Objects	63

5. GM-ING THOSE

WASCALLY WABBITS	64
Cinematic Tone	65

Magic and Superhero Bunnies	65
Physical Feats	66
Running and Bounding	66
Mathematics	66
Jumping; Climbing	67
Throwing Things	68
Digging	68
Time	68
Carrying Objects	69
Herb Use and Game Balance	69
Manipulating Objects	70
Mapping	70
Burrow Maps	71
Engineers and Mechanics	72
Long Distance Travel	72
Swimming	73
Sense Rolls	74
Holding Breath	74
Fright Checks: Shock	75
Lifting and Moving Things	75
Dropping and Rolling Rocks	75
Food: Energy and Trade Value	76
ST Rolls	76
Humans	77
Habitations	77
Falling Damage	77
Sleight of Paw	77
Traps and Poisons	78
Thieving from Humans	78
Around Humans	79
Guns	80
Disease and Parasites	80
Weasels, Ferrets and Snakes	80
Bunnies and Fire	81

6. FRIENDS AND FOES82

Key to Statistics	84
-------------------	----

7. ADVENTURES93

The Herbmater's Plea	94
Softly, Now	100
Adventure Seeds	105
Ginger	105
Rabbit King I: Bramble	106
The Rabbit Factory	107
War!	108
The Princess Bride	108
Rabbit King II: Peppermint	108
Lewis and Clark	109
Rabbit King III: Juniper	109
The Lost Kitten	110
Bait	111
The Missing Marvel	111
Adventure Concepts	111
Raid!	112
Coup	113
Nobody Home	113
Campaign Crossovers	113
The Demon Kings	114
Starquest	114
Something Fishy	115
Besmitched!	115
Rabbit's Foot	116
Adventure Seed: Hubris	116

BIBLIOGRAPHY117

APPENDIX118

Blank Familiar Herb List	118
Sample Bunnies	118
Instant Bunnies	126

INDEX128

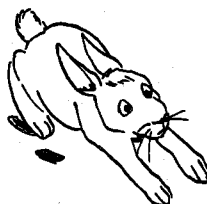
INTRODUCTION

In 1976, the original *Bunnies & Burrows*, by B. Dennis Sustare and Scott Robinson, was published by Fantasy Games Unlimited. It was a unique game that brought a lot of innovation to the hobby. *B&B* was the first game to have detailed combat rules with different modes of attack, for example. It had an interesting development of the *level* system in nearly universal use at the time: a character could progress by levels at different rates for each attribute. It also introduced the concept of the *Imperial Stormtroopers School of Marksmanship* rule: humans firing guns at rabbits always missed the first shot!

B&B was also the first roleplaying game that I ever played – GMed, actually. I have yet to *play B&B*, as such – I've only Game Mastered it. Unlike most gamers, I started out as a GM first, and only became a player a year later (in a game with two-legged PCs). But *B&B* was my introduction to roleplaying, and has always fascinated me.

There were some things I never quite grasped about the game, I have to admit, such as *character classes* and *levels*. I don't mean to say there's anything wrong with these common gaming mechanics. I just didn't understand what they meant in real life – and still don't, for that matter. But I *love* the genre *B&B* represents. So when *GURPS* came along in 1986 and had no character classes or levels, the first thing I thought of was translating *Bunnies & Burrows* into it.

This book represents six years of translation work on my part, plus all the time and effort the original rules required. I would tinker with these rules every time *GURPS* advanced. At first there were no Psionics rules in *GURPS*, so I used Magic rules instead. When Second Edition, and then Third Edition *GURPS* came along, I updated the bunny rules along with them. I added Martial Arts rules when that concept was expanded in *GURPS Martial Arts*.



I am grateful to Dennis Sustare and Steve Jackson for finally allowing these rules to see publication – they are near to my heart. Dennis was also gracious enough to answer my early letters to him, explaining various aspects of the game that I found confusing. I'm much obliged to him – and in awe of his talents! Dennis is an amazingly creative game designer: I've only read four of his games, but they each contain many innovations that have since become imitated. And he writes well – some of the better passages in this book were lifted – er, transcribed – out of the original *B&B*.

Well, on with the game. Perhaps now that these rules are out, I can actually *play* a game, instead of always having to be the GM. Hopefully some of you will run *GURPS B&B* games at cons – maybe you'll see me there someday. I'm looking forward to it!

– Steffan O'Sullivan

What is *Bunnies & Burrows*?

Bunnies & Burrows is a fantasy roleplaying game where the characters happen to be rabbits. Since it *is* fantasy, these bunnies are more than ordinary rabbits – but not too much. They can't walk on two legs and grasp a pistol in one hand and

About *GURPS*

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a multi-line BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* – e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition.



About the Author

Steffan O'Sullivan is the author of three other *GURPS* books: *GURPS Bestiary*, *GURPS Swashbucklers*, and *GURPS Fantasy Bestiary*. He lives in New Hampshire and seems happy there.

As with his previous three books, a portion of his royalties is being donated to organizations devoted to saving the earth's harassed ecosystems. His current favorite organization is The Peaceable Kingdom Project, 4353 East 119th Way, Thornton, CO 80233-1738, USA. Send them a self-addressed stamped envelope for information – a small donation (or large one!) may also help make the world safe for bunnies and other species, such as humans.

Lagomorphs

This book is not a biology text. Consequently, most scientific language has been avoided. Biologists will find a few errors in nomenclature throughout the book – this is intentional! The groupings of animals that speak a common language are especially incorrect – hopefully no reader will be offended by this. It really makes it a much better game, so no apologies are tendered.

However, there is one scientific term used frequently that the reader should be aware of from the start: *lagomorph*.

Lagomorph is an *order* of mammals that includes rabbits, hares, cottontails and pikas. (An order is a large grouping of animals. Squirrels, beavers and mice belong to the order Rodentia, for example.)

Bunny, Rabbit, Hare, Cottontail: Although "bunny" is not a technical term, it has a specific meaning in *GURPS Bunnies & Burrows*. In this book, "bunny" refers only to rabbits, not hares or cottontails.

There is much confusion in the use of the words rabbit, hare and cottontail – so much so that some authorities deny they have any real validity any more. Many animals that are called rabbits – such as jack-rabbits – are actually hares, and some that are called hares – such as Belgian hares – are actually rabbits. People overly concerned with correct terminology should use the scientific names.

Continued on next page . . .



cutlass in the other, as some animals in comics can do. No, they use all four legs to travel and don't have thumbs.

B&B is rich in roleplaying possibilities. It's rife with danger and excitement, and the characters are forced to use their wits to survive. If the Game Master throws a wolf at a party of human fantasy adventurers, the players laugh at him. The players will be mighty concerned in *this* game when a wolf appears! A great part of *B&B's* charm is the fact that most of the world is out to eat them, is bigger and stronger than the PCs, and deals out large quantities of damage. A rabbit can't bully its way through the world, so the players learn to look for new approaches.

B&B is also an extraordinary genre for races. Imagine a fantasy world with only one species of monster, but *thousands* of different NPC races. Imagine that the GM can bring in *hundreds* of these different races – and that the players will instantly be familiar with most of them without having to read a sourcebook! Such is *Bunnies & Burrows*. Any animal species that exists is a race – no other game has so many instantly recognizable races. Many of them are out to eat the PCs, of course, but they are close to the same intelligence level: the player characters can talk to them, bargain, plead, outwit, blackmail, threaten, etc., and may even have a chance of succeeding. In short, they are not dumb beasts. The only monsters are *humans*, whose thought processes and motives are so far removed from rabbithood as to be monstrous rather than of another intelligent species.

GURPS Bunnies & Burrows uses the standard *GURPS* rules found in the *Basic Set*. There are certain changes and additions, largely because the PCs are rabbits, not humans. The most obvious change is in scale: the average rabbit has

ST 10, DX 10, IQ 10, and HT 10. All other creatures have stats that relate to this norm – a human has IQ 30+ in this system! There are many skills that are not available to rabbits, of course: not only can they not handle Nuclear Physics, they have a tough time with ordinary Physics! They're also not very good at riding bicycles.

Rabbit Capabilities

The reader may be puzzled at this point. What, after all, can a rabbit do, except eat, sleep, groom itself, breed, or possibly end its life in the jaws of a fox? Well, *these* rabbits can fight (much better than you might expect of a rabbit), spring traps without getting caught (with good sense, luck and practice), talk intelligently to other species of animals, carry things such as a sack looped around their necks (very handy for carrying a number of smaller items), count (though only up to four), disguise themselves as other animals, and tell fabulous stories to other rabbits.

Furthermore, some rabbits have the ability to foresee the future, use a variety of herbs in many ways (the closest thing the rabbits have to magic), heal by the laying on of paws, construct various engineering marvels (such as a lever!), and use certain mental powers. Rabbits continue to evolve during the campaign. They never cease to devise new ways to do things, and become much more versatile and powerful. The only limitations are the imaginations of the players (and occasionally the heavy hand of the GM).

The game was certainly inspired by Richard Adams' fine book, *Watership Down*, but is not limited to that universe at all. Rabbit PCs can go far beyond what Hazel and his crowd were capable of, and the game setting is strictly fantasy, not rural England. But if you liked that book, you'll probably like this game.

Some players may be skeptical – that's okay. They don't even have to go to the work (pleasure!) of creating a rabbit character – some suitable ones are provided for just such a contingency. The enthusiastic GM who has nothing but doubtful players need not be concerned: one game should lead to a long and enjoyable campaign!

Organization

The first half of the book is intended to be read by anyone. However, the latter part of the book contains some adventures and adventure seeds. Reading these will severely reduce your enjoyment of the game if you are not the Game Master. There's not much point in that, is there?

Actually, a *player* does not need to read *any* of this book to enjoy the game – this has been proven in repeated playtests! On the other hand, reading the first chapter, at least, will make the game a bit more comprehensible. The GM may choose instead to read passages aloud. This contains basic day-to-day information any bunny would know. Players might find this helpful if they don't know much about rabbits in the real world.

The Appendix contains six sample characters, suitable for beginning a game either at home or at a game convention. This is a painless way to get new players to try the game – nobody has to make characters in advance! These may be photocopied for personal use.

It also has the character creation rules collected under the heading *Instant Bunnies*. This condenses all of the new and changed information found in Chapters 2, 3 and 4. Once they're hooked, players may have a photocopy of these sheets to create their own characters. This allows a group of people to make characters when only the GM owns a copy of the book.

Pages 29, 49-51, 83, 105 and 112 contain counter art of rabbits and their enemies for use in combat or just for positioning. The GM and players are free to photocopy them for personal use. Glue them to cardboard before cutting.

Lagomorphs (Continued)

Rabbits

Rabbits are born blind, hairless and helpless. They dig burrows and live in warrens – very social animals. They originated around the Mediterranean, but have been transplanted nearly world-wide. Most pet rabbits are from this Old World stock, and all PC bunnies in this game are rabbits.

Hares

Hares are born nearly ready to face the world. Within an hour of birth, baby hares can move about on their own, with full sight and hearing. They do not dig their own burrows, though they will sometimes occupy an abandoned burrow. They are not as social as rabbits, preferring to sleep and eat alone, though they may share a territory with other hares. Mating season can be very social, however! They are much better runners than rabbits, both for speed and endurance. They occur naturally on most continents of the world.

Cottontails

Cottontails are not quite hares, and not quite rabbits. Like rabbits, they are born hairless, blind and helpless. Like hares, they are solitary endurance runners and do not burrow, but prefer to live in *forms* – see p. 10. This is the most common "rabbit" seen wild in much of North America. This is actually the Brer Rabbit who was "bred and born in a briar patch" – a true rabbit would have been born and bred in a burrow, of course.

Pikas

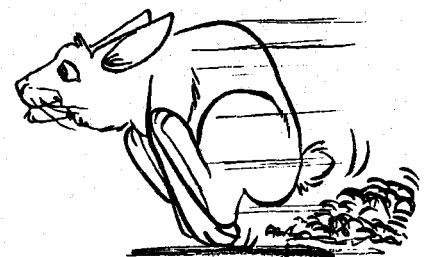
Pikas are lagomorphs, but don't have the distinctive long ears, puffy tail, and well-developed hind legs of the other members of this order. They are small, live in mountain regions, and are unique among non-human mammals in that they are farmers! Pikas cut grass, dry it in the sun as hay, and store it for the winter – they do not hibernate. While other mammals seek out food to store up, only pikas actually prepare it – they turn the grass in the sun, and move it from stone to stone to keep it in maximum sunlight throughout the drying period.

INDEX

Acrobatics, 56-57.
 Acting skill, 25.
 Acute Smell/Taste advantage, 21, 39.
 Advantages, 20-22; *inherent*, 20; *new*, 22; *prohibited*, 20.
 Adventures, 93-116.
 Age, 19; *disadvantage*, 23.
 Agronomy skill, 25.
 Alcoholism disadvantage, 23.
 Alertness advantage, 21.
 All-Out Defense, 59.
 Allies advantage, 21.
 Alligators, 85.
 Analyze Health, 35.
 Animal Empathy advantage, 21.
 Animals, 82.
 Anthropology skill, 25.
 Architecture skill, 25.
 Artist skill, 25.
 Attributes, 19.
 Audience size, 48.
 Back Kick maneuver, 55.
 Badgers, 85.
 Bats, 85.
 Bears, 85.
 Beavers, 85.
 Birds, 85-86; *of prey*, 60.
 Birth control, 15.
 Biting, 60.
 Bobcats, 86.
 Bolting, 15.
 Botany skill, 25, 37.
 Bounding, 61, 66.
 Brawling skill, 25, 52.
 Breathed herbs, 41.
 Bucks, 7.
 Bun Fu skill, 11, 27, 53-54.
 Burrows, 8-10, 71.
 Butting, 62.
 Camouflage skill, 25.
 Campaign crossovers, 113-114.
 Captivate skill, 27, 52.
 Carrying objects, 69.
 Cats, 86.
 Characters, 18-29.
 Charisma advantage, 21, 48, 50.
 Chipmunks, 86.
 Choking, 62.
 Cinematic tone, 65.
 Cities, 77.
 Clawing, 59.
 Climbing, 67; *skill*, 25.
 Close combat, 61.
 Colorblindness disadvantage, 23.
 Combat, 58-63; *advanced*, 61.
 Composed advantage, 22.
 Contact herbs, 36, 39, 41.
 Cottonmouths, 86.
 Cottontails, 5, 16.
 Cougars, 87.
 Counting, 66; *see also Mathematical Ability*.
 Cows, 87.
 Coyotes, 87.
 Crows, 87.
 Cuffing maneuver, 61.
 Cunicula, 6-7.
 Cure Disease, 35.
 Curiosity disadvantage, 24.
 Damage, 20, 55.
 Deafness disadvantage, 23.
 Defense, 19, 59.
 Dependents disadvantage, 23.
 Digging, 68-69.
 Disadvantages, 22-24; *inherent*, 22; *new*, 22; *prohibited*, 23.
 Disease, 80-81.
 Disguise skill, 25.
 Does, 7, 15.
 Dogs, 87; *wild*, 92.
 Double-edged herbs, 36, 41.
 Dropping rocks, 75.

Dulled Nose disadvantage, 24.
 Eagles, 88.
 Edgy disadvantage, 24.
 Eidetic Memory advantage, 20.
 Eidetic Sense of Smell advantage, 22.
 Empathic Healing, 33-37.
 Empaths, 32, 34-35.
 Empathy advantage, 21.
 Encumbrance, 19.
 Enemies, 17, 69.
 Energy, 14, 76.
 Engineers, 72-73.
 Engineer skill, 26, 73.
 Enhanced Speed advantage, 20.
 Enthralment, 27, 47, 50; *resisting*, 49.
 ESP, 31.
 Facing changes, 61.
 Falcons, 88.
 Falling, 77.
 Farms, 77.
 Fast Draw: Herb skill, 26.
 Feint maneuver, 55.
 Ferrets, 17, 80, 88.
 Fever, 81.
 Fiber Crafts skill, 27, 69.
 Fighting, 15.
 Fire, 81.
 Fireroot, 39, 81.
 First Aid skill, 26.
 Fishers, 88.
 Flying Jump Kick maneuver, 55.
 Flying tackles, 63.
 Food, 14, 21, 76.
 Forms, 7, 10.
 Foxes, 88.
 Freezing, 15.
 Fright Checks, 33-34, 53, 59, 75.
 Gambling, 11.
 Grappling, 61.
 Grooming, 14.
 Ground Fighting maneuver, 55.
 Guns, 80.
 Hares, 5, 16, 88.
 Harriers, 88.
 Hawks, 88-89.
 Healing, 32, 35.
 Hearing, 75.
 Hedgewise skill, 16, 27.
 Heraldry skill, 26.
 Herb lore, 36-49; *phases*, 42.
 Herbalists, 36.
 Herbarry skill, 31, 36, 39.
 Herbs, 36, 69; *analyzing*, 43; *carrying*, 42; *effects on other species*, 39; *preparation*, 46; *resisting*, 41; *side effects*, 43; *storage*, 42; *trading*, 44; *types*, 39.
 Hit locations, 62.
 Holding breath, 74.
 Holdout skill, 26.
 Hopliters, 7, 10, 11.
 Horses, 89.
 Hostile herbs, 36, 41.
 Humans, 17, 33, 77-80, 89.
 Hunting, 80.
 Illiteracy disadvantage, 22.
 Ingested herbs, 36, 39, 41.
 Instill Fear, 33.
 Intolerance disadvantage, 23.
 Jackalopes, 89.
 Jump Kick maneuver, 55.
 Jumping, 67.
 Kettles, 7, 9.
 Kicking maneuver, 54, 60.
 Kindling, 7, 15.
 King Rabbits, 10, 106-110.
 Kittens, 7.
 Kleptomania disadvantage, 23.
 Lagomorphs, 4.
 Languages, 26, 28-29, 47, 84.
 Lecherousness, 16.

Legal Enforcement Powers advantage, 21.
 Legless disadvantage, 23.
 Lifting, 75.
 Lightning Calculator advantage, 20.
 Literacy advantage, 20.
 Literature skill, 26.
 "Lots," 66.
 Lynxes, 86.
 Magic, 35, 65.
 Magic Resistance advantage, 21.
 Magical Aptitude advantage, 21.
 Maneuvers, 53-56.
 Manipulating objects, 70.
 Mapping, 70.
 Martial arts, 52-57, 61.
 Mathematical Ability advantage, 21.
 Mathematics, 21, 66-67.
 Mating, 15, 16.
 Mavericks, 7, 13, 50, 54.
 Mechanics, 72-73.
 Mechanic skill, 26.
 Merchant skill, 26.
 Meteorology skill, 26.
 Mice, 89.
 Mimic Non-Rabbit skill, 31.
 Mongooses, 17, 89.
 "More," 66.
 Musical Ability advantage, 21.
 Muskrats, 89.
 Neutral animals, 15.
 Neutralize Poison, 36.
 Night Blindness disadvantage, 24.
 Night Vision advantage, 21.
 No Sense of Smell/Taste disadvantage, 23.
 Numbers, 66.
 Nutrition, 14, 76.
 One Eye disadvantage, 23.
 One-Armed/One-Handed disadvantage, 23.
 One-Legged disadvantage, 23.
 Only One Forepaw disadvantage, 23.
 Opossums, 90.
 Owls, 90.
 Pacifism: Cannot Fight Rabbits disadvantage, 24.
 Parasites, 80-81.
 Passive Defense, 59.
 Peripheral Vision advantage, 20.
 Persuade skill, 27, 51.
 Phobia: Loud Noises disadvantage, 22.
 Phobias, 23, 24.
 Physical feats, 66-72.
 Physician skill, 26.
 Physics, 73.
 Pigs, 90.
 Pikas, 5, 90.
 Pikes, 90.
 Pinning maneuver, 62.
 Plants, 39.
 Plugs, 9, 69.
 Poisons, 77, 80; *skill*, 26.
 Poisonweed, 36, 47-49.
 Poverty disadvantage, 23.
 Precognition, 31.
 Predators, 17, 69.
 Primitive disadvantage, 23.
 Psionic Resistance advantage, 22.
 Psionics, 22, 31-37; *other species*, 35.
 Psychometry, 31.
 Pyromania disadvantage, 23.
 Queen Rabbits, 10.
 R-pounds, 7, 19.
 Rabbits, 5; *names*, 8.
 Raccoons, 90.
 Ranged attacks, 63.
 Rats, 91.
 Rattlesnakes, 91.
 Ravens, 91.
 Resorption, 15.
 Restore Limb, 36.
 Ripping maneuver, 54, 62.
 Roll With Blow maneuver, 56.
 Running, 66; *skill*, 25.
 Salutary herbs, 36, 41.
 Scale, 19.
 Scorpions, 91.
 Scrapes, 7.
 Scrounging skill, 26.
 Secret passages, 9.
 Seekersense, 32.
 Seers, 32, 35.
 Senses, 74-75.
 Shady characters, 16.
 Shaking, 60.
 Shock, 34, 75.
 Size, 19.
 Skills, 25-28; *inherent*, 25; *new*, 27.
 Skunks, 91.
 Slamming, 62.
 Sleight of Paw skill, 26, 77.
 Smell, 75; *smell clarity*, 36, 39.
 Snakes, 17, 59, 80, 86, 91.
 Social Stigma disadvantage, 24.
 Social structure, 9.
 Speed, 19.
 Spiders, 91.
 Spin Kick maneuver, 55.
 Squirrels, 92.
 Stacking, 57.
 Status advantage, 21, 55.
 Stealth skill, 25.
 Sticks & Stones, 12.
 Storytelling, 46-52.
 Strangling, 62.
 Strength, 76.
 Stunning, 34.
 Suggest skill, 27, 51.
 Super-powers, 65.
 Survival, 11-12; *skill*, 25, 26.
 Sway Emotions skill, 27, 51.
 Swimming, 73; *skill*, 26.
 Team Acrobatics maneuver, 57.
 Tech levels, 19.
 Telepathy, 32.
 Telescan, 32.
 Telesend Shout, 33.
 Territorial behavior, 14.
 The Shakes, 81.
 Theology skill, 26.
 Thieves, 11, 77.
 Throwing skill, 27, 63, 68, 74.
 Thumping, 14.
 Time, 68.
 Touch, 75.
 Towns, 77.
 Tracking skill, 27.
 Traps, 77-78; *skill*, 27.
 Traveling, 72.
 Tricks, 12-14; *mental*, 13.
 Trickster disadvantage, 24.
 Truffles, 14, 76.
 Tubes, 7.
 Turtles, 92.
 Unaffected by Loud Noises advantage, 22.
 Unarmed combat, 59.
 Unusual Background advantage, 55.
 Vision, 74.
 Voles, 89.
 Voltige, 57.
 Wager Tasks, 12.
 Warren watch, 7, 10.
 Warreners, 7, 10.
 Warrens, 7-8, 11, 71; *crowded*, 15.
 Wasps, 92.
 Wealth advantage, 21.
 Weasels, 17, 80, 92.
 Weight, 19.
 Wild Swings, 59.
 Wolverines, 92.
 Wolves, 92.
 Wounding, 62.
 Woven bags, 69-70.
 Youth disadvantage, 24.
 Zoology skill, 27.



STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.

- Free downloadable adventures for **GURPS** and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new **GURPS** supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of **GURPS Fourth Edition** supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to **GURPS China** and **GURPS Ice Age**.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com