

WATERSHIP TSOY

ABILITIES

VIGOR

Dig *Skuf*

Fight *Frán*

Find *Yayn*

Frighten *Vethbralnao*

Jump *Nayo*

Run *Hrayao*

INSTINCT

Hide *Hrayay*

Mate *Émar*

Pray *Bralrablan*

Smell *Krath*

Tell *Methrablan*

Trick *Kasrahaltlan*

Watch *Hayessi*

REASON

Know Enemies *Elillan*

Know Friends *Vahrablan*

Know Men *Ithélan*

Know Rabbits *Nayltelan*

SECRETS

REGULAR SECRETS

Secret of Warning *Pafme*

You have a powerful set of rear paws and can warn others of danger at extreme distances.

Secret of Mindful Stillness *Tharnaltme*

You do not go tharn involuntarily. When you choose to be still, Elil receive a penalty die when trying to find you. Cost: 1 Reason

Secret of Lore *Bralantme*

You have a vast store-house of information, old tales, songs, and random snippets gleaned from passing hlessi and random animals.

Secret of Swimming *Hlame*

Unlike most rabbits, you can swim.

Secret of Helping *Val Naylte*

You are skilled at helping injured rabbits to heal, through grooming, providing proper foods, and the application of herbs. Cost: 1 Reason.

Secret of Telling Lies *Bralme tafo*

You know how to deceive others – a born liar. You gain a bonus die when trying to deceive with words.

Secret of the Kitten *Néanalt*

You are barely out of your mother's scrape, a mere kitten, a nothing and a nobody. You can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than yourself or any other situation in which your reduced size may help.

Secret of the Marsh *Preenlos*

You always have a bonus die on any ability checks involving marsh flora and fauna, and can use your Know Friends skill for navigation in the marsh.

Secret of the Wide Patrol *Hrayfa*

Your footfalls leave little trace for others to follow. You can use your Know Elil or Know Rabbit ability in resistance to anyone trying to track you. Cost: 1 Instinct.

Secret of Contacts

You know all sorts of animals in all sorts of places. You can use this Secret for you to automatically have a past relationship with any GM character in the adventure. You may describe the relationship in a short phrase, such as "old enemy," "wartime buddy," "ex-lover," but the GM gets to decide the history and current disposition of the relationship. Cost: 3 points from a pool determined by the GM.

Secret of Enhancement (Ability)

You must select an ability when you take this Secret. You may spend as many points out of the associated pool to give bonus dice to the ability as you like.

Secret of Flying Leap

You can make amazing leaps. Using this Secret, you can jump much further or higher than normal. For each Vigor point you spend, up to three, you can jump another multiple of normal human ability for one leap.

Secret of Specialty (Skill)

You must select an ability when you take this Secret. Choose a speciality you have within that ability - for example, cooking pastries for the Complex Crafts skill. You always have a bonus die when you attempt an action that falls within that speciality.

Secret of the Iron Mind

You can refresh Reason whenever you defeat someone else in a one-on-one personal contest of any type, as long as it has been established as a contest between the two.

Secret of the Wood

You gain a bonus die to Hide, Fight, and Run when in thick forest.

Secret of the Iron Stomach

You have great ability to consume things that would otherwise harm you. Gain one bonus die to resist any poison or drug taken orally, or to resist the effects of spoiled, overly spiced, or otherwise harmful foods.

Secret of Knowledge

Choose one ability that is not currently rated at A. That ability is now rated at A for you.

Secret of Heart's Release

You can refresh your Instinct pool by spending a few semi-private hours in the company of someone of your preferred sex - talking, flirting, or mating. Your Instinct pool is then refreshed.

Secret of Sibling Rivalry

You can refresh your Instinct pool whenever you get in a knock-down, drag-out fight with a member of his litter. In addition, you can immediately roll your Know Rabbits ability after the fight and add those bonus dice to your family member's Healing Check.

MYSTICAL SECRETS

Secret of Future Sight *Bralth hyaothil*

Sometimes you have cryptic visions. It isn't entirely welcome, since it comes amid crippling seizures. Cost: 1 Vigor and 1 Reason

The Secret of No-Paws *Blelnabl*

You can use the Secret of Cunning Whiskers or the Secret of Yes-No without making your target aware that she is being manipulated. Cost: 1 Reason.

The Secret of Cunning Whiskers *Kasrabalt krathblay*

You can alter a target's senses. Cost: 1 Reason per sense.

The Secret of Yes-No *Val-nabl*

You can know the answer to a single yes or no question about any inanimate object you touch. The GM will determine the clarity of these answers by your success level. Cost: 1 Instinct.

The Voice of El-Ahrairah *Methnos El-Abrairah*

You can know the answer to any question asked of you. The GM will determine the clarity of these answers by your success level. Cost: 1 Reason.

Rabscuttle's Gift *Rabscuutvao*

You can spend from your pools to give others bonus dice, or to power their Secrets. This follows all normal rules; for example, only one point can be spent for bonus dice per action unless the receiving character has a Secret that allows more.

SECRET SONGS

War-Song of the Owsla *Oswla-hain*

By focusing on another character's action, you cause all dice rolled in their ability check to have the potential for bonus dice. Every blank (0) result on a die results in a bonus die given; this continues with these bonus dice, as well. Cost: 1 Instinct and one point of the ability associated with the other character's action.

Song of Blessing *Bralrah-hain*

With a successful Pray ability check, you may bless the actions of a group. You must state a specific goal for them to accomplish. Your success level with this ability check is a pool of bonus dice any member of this group can use in accomplishing this task. Cost: 1 Vigor.

Song of the Dawn *Fuléao-hain*

Your songs and stories carry a mystical meaning beyond the surface. Use any Instinct-based ability at any distance via singing. Cost: 2 Reason.

SECRETS OF THE ELIL

Secret of Smashing Paws

Your blows send victims flying. This immediately ends Bringing Down the Pain if you're involved in that, with no resolution as to intentions. Cost: 2 Vigor.

Secret of the Death Shake

You can strike with extreme might. Spend as many dice of Vigor as you like to increase the harm of a successful blow in combat.

Secret of the Iron Claw

You have innate weapons and armor-like toughness thanks to your species. This Secret works like the Secret of Imbuement and may be taken multiple times in order to gain more potent or extra weapons and armor.

KEYS

REQUIRED KEYS (CHOOSE ONE FOR FREE)

Key of the Hlessi

You are *Hlessi*, a wandering rabbit. You have no warren and sleep above ground like a hare. Gain 1 XP every time you tell a story of your dangerous, lonely life, or refuse comfort. Gain 2 XP whenever you prove yourself superior to a warren-bred rabbit, or when your disassociation brings you harm. Gain 5 XP whenever your loneliness brings you great pain and suffering, or you persuade another rabbit to leave their warren for the life of a Hlessi. Buyoff: Join a warren.

Key of the Orphan *Zornme*

You have no warren. Your kin are lost to the world of rabbits, or perhaps decimated by Elil. It is your duty to carry on the warren's name. Gain 1 XP every time you tell a story of your old warren. Gain 2 XP whenever you defend her warren's name in words or in battle. Gain 5 XP whenever you learn or create a new legend of your warren. Buyoff: Join another warren.

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become *hlessi*.

COMMON KEYS

Key of Conscience

You have a soft spot for those weaker than their opponents. Gain 1 XP every time you help someone who cannot help themselves. Gain 2 XP every time you defend someone with might who is in danger and cannot save themselves. Gain 5 XP every time you takes someone in an unfortunate situation and changes their life to where they can help themselves. Buyoff: Ignore a request for help.

Key of the Pacifist

You have a personal commitment to nonviolence. Gain 1 XP for every adventure in which you do not commit any violence. Gain 2 XP every time you do not commit violence even though it causes you minor harm or inconvenience. Gain 5 XP every time you do not commit violence even though it causes you great harm. Buyoff: Purposefully harm another sentient creature.

Key of the Coward

You avoid combat like the plague. Gain 1 XP every time you avoid a potentially dangerous situation. Gain 3 XP every time you stop a combat using other means besides violence. Buyoff: Leap into combat with no hesitation.

Key of Fraternity

You have someone you are sworn to, a friend who is more important than anyone else. Gain 1 XP every time this character is present in a scene with you (maximum 3 per adventure). Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you defend them by putting yourself at risk. Buyoff: Sever the relationship with this person.

Key of the Guardian

You have a ward, someone who depends on you for security and protection. Gain 1 XP every time this character is present in a scene with you. Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you rescue them from harm. Buyoff: Sever the relationship with this person.

Key of the Mission

You have a personal mission that you must complete. Gain 1 XP every time you take action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time you take action that completes a major part of this mission. Buyoff: Abandon this mission.

Key of Renown

"You must be the worst assassin I've ever heard of." "But you have heard of me." You gain 1 XP whenever you see to it that your name and deeds are known, by bragging about them or making sure there are witnesses. You gain 2 XP whenever you put yourself at risk to do something unnecessary or foolish that will add to your reputation. You gain 5 XP whenever you risk your life to take credit for your actions (bragging that you were the one who killed the Duke's son, for example.).

Buyoff: Give someone else credit for an action that would increase your renown.

Key of the Vow

You have a vow of personal behavior that you have sworn not to break. This could be a dietary restriction, a requirement to pray at dawn every morning, or something else like that. Gain 1 XP for every adventure in which you do not break this vow. Gain 2 XP every time you do not break this vow even though it causes you minor harm or inconvenience. Gain 5 XP every time you do not break this vow even though it causes you great harm. Buyoff: Break this vow.

Key of the Owsla

You are a member of and dedicated to the Owsla, the warren guard. Being a member of the Owsla has great social advantages, but requires much of a rabbit. Gain 1 XP every time you do something to benefit the Owsla (not the warren!). Gain 2 XP every time you do something to benefit the Owsla that causes you discomfort or inconvenience. Gain 5 XP every time you act to benefit the Owsla at the great risk of your body, reputation, or family. Buyoff: Act against the interests of the Owsla.

Key of the Competitor

Choose a particular person, social group, or species. You gain 1 XP when you outfox your rivals, and 3 XP when you do so against long odds. Buyoff - Decline to compete against this rival.

Key of the Family

You have a family you were either born into or adopted. Gain 1 XP every time you defend a family member from harm. Gain 3 XP every time you defend a family member at great danger to yourself. Buyoff: Leave your family to strike out on your own.

Key of Love

You have a deep love, whether friendly, erotic, or familial, for someone else. Gain 1 XP every time this character is present in a scene with you. Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you put yourself in harm's way or makes a sacrifice for them. Buyoff: Sever the relationship with this person.

Key of Unrequited Love

You have a love for someone who does not return this love. Gain 1 XP whenever you have to make a decision that is influenced by them. Gain 2 XP every time you attempt to win their affection. Gain 5 XP every time you put yourself in harm's way or make a sacrifice for them. Buyoff: Abandon your pursuit of this person or win their love.

Key of Impotence

You ought to be able to do something just fine, but for some reason you can't. This difficulty could be sexual, social, or physical; the source of the problem may be self-doubt, overconfidence, or an evil curse. In any event the player should select a single skill when choosing this key, and may apply a penalty die to that skill at any time to reflect these mysterious difficulties. When the penalty die applies to a routine situation, gain 1 XP. When the penalty die applies to an important situation, gain 2 XP. When the penalty die applies to an urgent, life-or-death, out-of-control-story-madness situation, gain 5 XP. Buy Off - Overcome the source of this anxiety.

Key of the Brokenhearted

You cannot let go of some tragic event in your past. It wounded you so deeply that you refuse (consciously or unconsciously) to form new bonds of love or attachment. Gain 1 XP every time you choose to keep new bonds from forming in favor of 'honoring' their past love (or, in other words, every time you choose nostalgia instead of the now). Gain 3 XP every time you rebuff an open confession of love or camaraderie. Buy Off - Admit that you have formed a new love.

UNCOMMON KEYS

Key of Bloodlust

You enjoy overpowering others in combat. Gain 1 XP every time you defeat someone in battle. Gain 3 XP for defeating someone equal to or more powerful than yourself (equal or higher combat skill.) Buyoff: Be defeated in battle.

Key of the Impostor

Sometimes your entire life is a lie. You gain 1 XP whenever you pass yourself off as someone/something you're not. You gain 2 XP whenever you convince others in spite of serious skepticism. You gain 5 XP whenever your story survives a deliberate, focused, "Hey everybody, look!" attempt to reveal your identity. Buyoff: Confess your imposture to those duped.

Key of the Masochist

You thrive on personal pain and suffering. Gain 1 XP every time you are bloodied and 3 XP every time you are broken. Buyoff: Flee a source of physical or psychic damage.

Key of Power

You don't even care what you do with it, you just want it. You gain 1 XP whenever you earn a boon from someone important, earn a slight gain in prestige, or make a rival look bad. You gain 3 XP whenever you ruin, kill, or otherwise eliminate a rival, and improve your own position because of it. Buyoff: Relinquish your power and position.

Key of Vengeance

You have a hatred for a particular organization, rabbit, or even species. Gain 1 XP every time you hurt a member of that group or a lackey of that person. Gain 2 XP every time you strike a minor blow at that group or person (killing a member of the organization or one of the person's lackeys, disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at that group or person. Buyoff: Let your enemy go.

Key of the Manipulator

You work behind the scenes, manipulating others in order to be a shadow ruler. You must work for or be an advisor of someone in a position of power. Gain 1 XP whenever you exert your will over the ruler, even over minor matters - especially over minor matters. Gain 2 XP whenever the ruler accepts your advice over others. Gain 5 XP whenever your influence makes the ruler make a policy change or establish a new policy that works in your favor. Buyoff: Accept the mantle of power for yourself.

Key of Doom

You are doomed to a terrible fate. Gain 3 XP every time you act without regard to your safety. Gain 3 XP every time you enter battle against superior enemies (1 or more opponents with higher combat skill or several -- 3 or more -- opponents with equal skill). Buyoff: Retreat from an overwhelming battle or fight, or fight to survive so that you may be with a loved one.

Key of the Foolhardy Hero

You live for excitement. As a plaything of fortune, you go around having dangerous, ridiculous adventures ... simply for the hell of it. Gain 1 XP when you agree to go on a quest (or side-quest, or some other risky venture). Gain 3 XP from any scene wherein the pursuit of this quest causes stress for you. Buy Off - Reject the opportunity to go on yet another harebrained mission.

Key of the Berserk

A very unusual key for a rabbit. You are a berserker, a cauldron of boiling rage! You fight savagely, with no concern to yourself or those around you. Gain 1 XP when one of your Pools hits zero. Gain 2 XP when two of your Pools hit zero. Gain 5 XP if all three of your Pools hit zero. Buy Off - Kill a friend.

Key of Glory

Who cares about power or riches? You crave fame! Gain 1 XP when your actions inspire strangers to talk about you insultingly (there's no such thing as bad publicity). Gain 3 XP when your deeds win you acclaim and adulation. Buyoff - Adopt a pseudonym or go incognito.

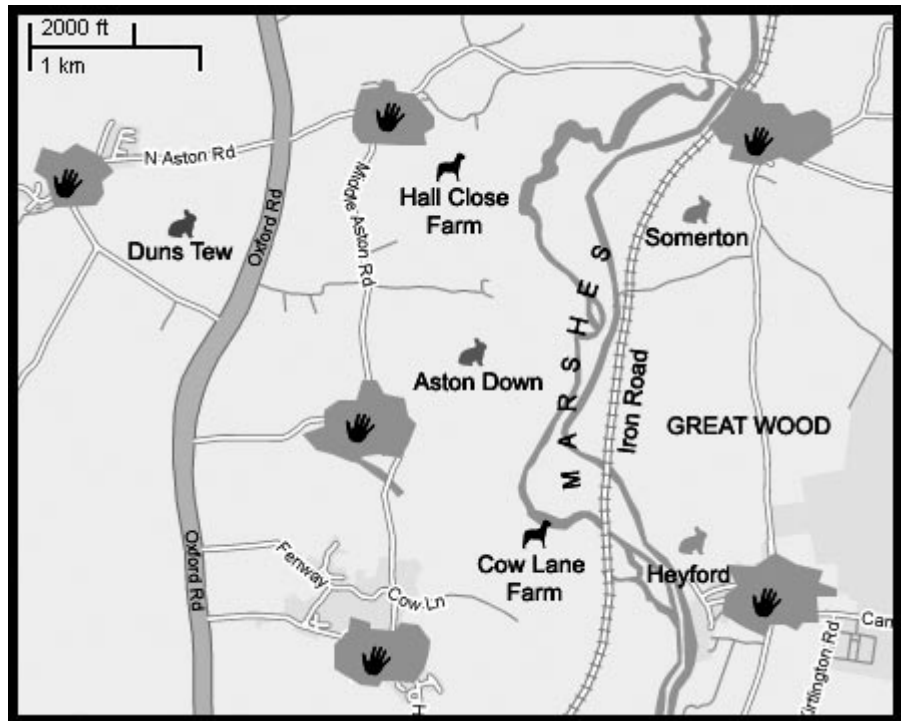
Storyteller Methrahessi
 Mother of Fear Marlibralnao, a Pfeffa
 Nearly Midnight Inlékyt
 Jumps the World Hraethnayo
 Sleepy Lookout Zyzihayessi, a Rowf-dog
 Strawberry Song Syriénnionain
 Cloud Daughter Hralroolimi, a rabbit princess
 Honeycomb Akirith
 Second Daughter Sithile-Hralroo
 Blackpaw
 Old Scar
 Wintertop
 Mud-scut
 Redhead
 Cloudy Hraleer

EITHER

Nettle
 Valerian
 Rhubarb
 Sump
 Sunflower
 Raspberry
 Feather
 Bracken

DOE

Melissa
 Laurel



CAPTAIN BOXBOW

Sergeant Primrose: Your faithful companion and right-paw rabbit.

Calla: Your sister. Troublesome but loveable.

Privet, a Hlessi: Unworthy of comment. A swamp hare.

Prince Thlayli: Your responsibility. A bit of an ass.

Rosemary: A competent scout worthy of respect. Not bad looking, either.

SERGEANT PRIMROSE

Captain Boxbow: The Captain is the best rabbit you have ever met.

Calla: The Captain's sister. She's a bit of a loud-mouth.

Privet, a Hlessi: A useless shit-tail you must humor, because he's a pal of Rosemary's.

Prince Thlayli: The rabbit standing between you and Rosemary – the rabbit who must be ruined!

Rosemary: The love of your life ... if only she knew how you feel.

CALLA

Captain Boxbow: Your little brother. He needs advice and a firm paw.

Sergeant Primrose: Your little brother's little servant, love-struck over the foreign doe, Rosemary.

Privet, a Hlessi: An arrogant little shit who thinks he's something special.

Prince Thlayli: His name means Water-Fur, and he's royalty. A good rabbit to be friends with.

Rosemary: A ratty little doe from far away. Vaguely pretty.

PRIVET

Captain Boxbow: Yet another Owsla blow-hard.

Sergeant Primrose: A very angry rat to Boxbow's weasel. What's his problem?

Calla: Fat and stupid, a gossip and a snake.

Prince Thlayli: In love with his own reflection.

Rosemary: She sees you as a friend, but you love her deeply. Where will it end?

PRINCE THLAYLI

Captain Boxbow: An upstanding military rabbit.

Sergeant Primrose: An anonymous buck who dislikes you for some reason. No matter.

Calla: A bit old but round in all the right places.

Privet, a Hlessi: Some swamp friend of Rosemary's. Full of tricks.

Rosemary: Not too bright, not too pretty, but an excellent scout.

ROSEMARY

Captain Boxbow: Very serious and a little green.

Sergeant Primrose: A friendly chap, unlike the other Owsla.

Calla: The Captain's older sister – she seems more comfortable in a warren. Why's she here?

Privet, a Hlessi: Your friend and companion.

Prince Thlayli: The boss, genuine royalty and to be protected at all costs.

NAME

Captain Boxbow

... Competent Owsla Officer

WATERSHIP TSOY

VIGOR

5



INSTINCT

4



REASON

3



SECRETS

War-Song of the Owsla.

Secret of Mindful Stillness.

Secret of Enhancement
(Dominate).

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Heyford).

Key of the Family (Calla, younger sister).

Key of the Guardian (Sergeant Primrose).

Key of the Owsla.

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Dominate (V), Fight (V)

COMPETENT (+1)

Jump (V), Know Enemies (R), Know Men (R), Smell (I)

UNSKILLED (+0)

Dig (V), Groom (V), Hide (I), Know Friends (R), Know Rabbits (R), Listen (I), Pray (I), Run (V), Sway (I), Trick (I)

CHARACTER INFORMATION: CAPTAIN BOXBOW

Protect your warren. Keep your sister Calla and Sergeant Primrose close and safe. Maintain the honor of the Owlsa, and see that justice is done.

ADVANCEMENT IDEAS

(Two advances) Increase Know Enemies to Adept

Increase Run to Competent

Increase Know Rabbits to Competent

Increase Reason to 4

Buy the Secret of the Flying Leap

Buy the Key of Conscience

SECRETS

War-Song of the Owsla *Oswla-hain*

By focusing on another character's action, you cause all dice rolled in their ability check to have the potential for bonus dice. Every blank (0) result on a die results in a bonus die given; this continues with these bonus dice, as well.

Cost: 1 Instinct and one point of the ability associated with the other character's action.

Secret of Mindful Stillness *Tharnaltme*

You do not go tharn involuntarily. When you choose to be still, Elil receive a penalty die when trying to find you.

Cost: 1 Reason

Secret of Enhancement (Ability)

You must select an ability when you take this Secret. You may spend as many points out of the associated pool to give bonus dice to the ability as you like.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of the Family

You have a family you were either born into or adopted. Gain 1 XP every time you defend a family member from harm. Gain 3 XP every time you defend a family member at great danger to yourself. Buyoff: Leave your family to strike out on your own.

Key of the Guardian

You have a ward, someone who depends on you for security and protection. Gain 1 XP every time this character is present in a scene with you. Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you rescue them from harm. Buyoff: Sever the relationship with this person.

Key of the Owsla

You is a member of and dedicated to the Owsla, the warren guard. Being a member of the Owsla has great social advantages, but requires much of a rabbit. Gain 1 XP every time you do something to benefit the Owlsa (not the warren!). Gain 2 XP every time you do something to benefit the Owlsa that causes you discomfort or inconvenience. Gain 5 XP every time you act to benefit the Owsla at the great risk of your body, reputation, or family. Buyoff: Act against the interests of the Owsla.

NAME

Calla ...Stroyteller and Chaperone

WATERSHIP
TSOY

VIGOR

3



INSTINCT

6



REASON

3



SECRETS

Song of Blessing.

The Voice of El-Ahrrairah.

Secret of Lore.

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Heyford)

Key of the Family (Boxbow, older brother)

Key of Competitor (Privet)

Key of the Manipulator (pointed at Boxbow)

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Groom (V), Pray (I)

COMPETENT (+1)

Hide (I), Know Friends (R), Know Rabbits (R), Sway (I), Trick (I)

UNSKILLED (+0)

Dig (V), Dominate (V), Fight (V), Jump (V), Know Enemies (R), Know Men (R), Listen (I), Run (V), Smell (I)

CHARACTER INFORMATION: CALLA

Protect your warren. Keep your brother Boxbow safe, and run the show for him. Show Privet he's a useless outsider.

ADVANCEMENT IDEAS

(Three advances) Increase Groom to Master

(Two advances) Increase Trick to Adept

Increase Run to Competent

Increase Reason to 4

Buy the Key of Love (Specify who)

Buy Secret of Contacts

SECRETS

Song of Blessing *Bralrah-hain*

With a successful Pray ability check, you may bless the actions of a group. You must state a specific goal for them to accomplish. Your success level with this ability check is a pool of bonus dice any member of this group can use in accomplishing this task. Cost: 1 Vigor.

The Voice of El-Ahrairah *Methnos El-Abrairah*

You can know the answer to any question asked of you. The GM will determine the clarity of these answers by your success level. Cost: 1 Reason.

Secret of Lore *Bralantme*

You have a vast store-house of information, old tales, songs, and random snippets gleaned from passing hlessi and random animals.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of the Family

You have a family you were either born into or adopted. Gain 1 XP every time you defend a family member from harm. Gain 3 XP every time you defend a family member at great danger to yourself. Buyoff: Leave your family to strike out on your own.

Key of the Competitor

Choose a particular person, social group, or species. You gain 1 XP when you outfox your rivals, and 3 XP when you do so against long odds. Buyoff - Decline to compete against this rival.

Key of the Manipulator

You work behind the scenes, manipulating others in order to be a shadow ruler. You must work for or be an advisor of someone in a position of power. Gain 1 XP whenever you exert your will over the ruler, even over minor matters - especially over minor matters. Gain 2 XP whenever the ruler accepts your advice over others. Gain 5 XP whenever your influence makes the ruler make a policy change or establish a new policy that works in your favor. Buyoff: Accept the mantle of power for yourself.

NAME

Sergeant Primrose

 ...Loyal soldier

WATERSHIP TSOY

VIGOR

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INSTINCT

5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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REASON

3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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SECRETS

Secret of Warning.

Secret of Specialty
(Listen: Hearing Cats).

Secret of Swimming.

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Heyford).

Key of Fraternity (Boxbow).

Key of Vengeance: Prince Thlayla

Key of Unrequited Love (Rosemary).

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Hide (I), Listen (I)

COMPETENT (+1)

Dig (V), Fight (V), Run (V), Smell (I), Trick (I)

UNSKILLED (+0)

Dominate (V), Groom (V), Jump (V), Know Enemies (R), Know Friends (R), Know Men (R), Know Rabbits (R), Pray (I)

CHARACTER INFORMATION: SERGEANT PRIMROSE

Protect your warren. Be a good soldier - stay close to Captain Boxbow and follow his orders. Humiliate and destroy Thlayla. Protect and adore Rosemary.

ADVANCEMENT IDEAS

(Two advances) Increase Run to Adept
Increase Groom to Competent
Increase Sway to Competent
Increase Vigor to 5
Buy the War-Song of the Owsla
Buy the Key of Love (specify who)

SECRETS

Secret of Warning *Pafme*

You have a powerful set of rear paws and can warn others of danger at extreme distances.

Secret of Specialty (Skill)

You must select an ability when you take this Secret. Choose a specialty you has within that ability - for example, cooking pastries for the Complex Crafts skill. You always have a bonus die when you attempts an action that falls within that specialty.

Secret of Swimming *Hlame*

Unlike most rabbits, you can swim.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of Fraternity

You have someone you are sworn to, a friend who is more important than anyone else. Gain 1 XP every time this character is present in a scene with you (maximum 3 per adventure). Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you defend them by putting yourself at risk. Buyoff: Sever the relationship with this person.

Key of Vengeance

You have a hatred for a particular organization, rabbit, or even species. Gain 1 XP every time you hurt a member of that group or a lackey of that person. Gain 2 XP every time you strike a minor blow at that group or person (killing a member of the organization or one of the person's lackeys, disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at that group or person. Buyoff: Let your enemy go.

Key of Unrequited Love

You have a love for someone who does not return this love. Gain 1 XP whenever you have to make a decision that is influenced by them. Gain 2 XP every time you attempt to win their affection. Gain 5 XP every time you put yourself in harm's way or make a sacrifice for them. Buyoff: Abandon your pursuit of this person or win their love.

NAME

Rosemary

...Doe scout

WATERSHIP TSOY

VIGOR

3



INSTINCT

4



REASON

5



SECRETS

Secret of the Wood.

Secret of the Flying Leap.

Secret of the Wide Patrol.

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Duns Tew)

Key of Unrequited Love (Thlayla)

Key of Fraternity (Privet)

Key of Vengeance (Owlsa)

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Know Enemies (R), Run (V)

COMPETENT (+1)

Dominate (V), Fight (V), Jump (V), Know Friends (R), Know Men (R)

UNSKILLED (+0)

Dig (V), Groom (V), Hide (I), Know Rabbits (R), Listen (I), Pray (I), Smell (I), Sway (I), Trick (I)

CHARACTER INFORMATION: ROSEMARY

Protect your warren. Earn Prince Thlayla's love. Have fun with Privet. Hurt and humiliate the Owsla.

ADVANCEMENT IDEAS

(Two advances) Increase Fight to Adept

Increase Hide to Competent

Increase Know Rabbits to Competent

Increase Instinct to 5

Buy the Key of the Mission

Buy the Secret of Telling Lies

SECRETS

Secret of the Wood

You gains a bonus die to Hide, Fight, and Run when in thick forest.

Secret of Flying Leap

You can make amazing leaps. Using this Secret, you can jump much further or higher than normal. For each Vigor point you spend, up to three, you can jump another multiple of normal human ability for one leap.

Secret of the Wide Patrol Hrayfa

Your footfalls leave little trace for others to follow. You can use your Know Elil or Know Rabbit ability in resistance to anyone trying to track you. Cost: 1 Instinct.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of Unrequited Love

You have a love for someone who does not return this love. Gain 1 XP whenever you have to make a decision that is influenced by them. Gain 2 XP every time you attempt to win their affection. Gain 5 XP every time you put yourself in harm's way or make a sacrifice for them. Buyoff: Abandon your pursuit of this person or win their love.

Key of Fraternity

You have someone you are sworn to, a friend who is more important than anyone else. Gain 1 XP every time this character is present in a scene with you (maximum 3 per adventure). Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you defend them by putting yourself at risk. Buyoff: Sever the relationship with this person.

Key of Vengeance

You have a hatred for a particular organization, rabbit, or even species. Gain 1 XP every time you hurt a member of that group or a lackey of that person. Gain 2 XP every time you strike a minor blow at that group or person (killing a member of the organization or one of the person's lackeys, disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at that group or person. Buyoff: Let your enemy go.

NAME

Privet

...Ambitious Hlessi

WATERSHIP TSOY

VIGOR

3



INSTINCT

3



REASON

6



SECRETS

The Secret of Yes-No

The Secret of Cunning Whiskers.

Secret of Enhancement (Run).

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Hlessi.

Key of the Competitor (Calla).

Key of Unrequited Love (Rosemary).

Key of Doom.

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Know Friends (R), Smell (I)

COMPETENT (+1)

Dig (V), Hide (I), Know Enemies (R), Run (V), Sway (I)

UNSKILLED (+0)

Dominate (V), Fight (V), Groom (V), Jump (V), Know Men (R), Know Rabbits (R), Listen (I), Pray (I), Trick (I)

CHARACTER INFORMATION: PRIVET

Stay independent and proud. Show Calla she's nothing special. Win Rosemary's love. Die in noble sacrifice.

ADVANCEMENT IDEAS

(Two advances) Increase Sway to Adept

(Two advances) Increase Pray to Competent and buy the Song of Blessing

Increase Fight to Competent

Increase Vigor to 4

Buy the Key of Impotence (Run)

Buy Secret of Specialty (choose focus)

SECRETS

The Secret of Yes-No *Val-nabl*

You can know the answer to a single yes or no question about any inanimate object you touch. The GM will determine the clarity of these answers by your success level. Cost: 1 Instinct.

The Secret of Cunning Whiskers *Kasrahalt krathlay*

You can alter a target's senses. Cost: 1 Reason per sense.

Secret of Enhancement (Ability)

You must select an ability when you take this Secret. You may spend as many points out of the associated pool to give bonus dice to the ability as you like.

KEYS

Key of the Hlessi

You are Hlessi, a wandering rabbit. You have no warren and sleep above ground like a hare. Gain 1 XP every time you tell a story of your dangerous, lonely life, or refuse comfort. Gain 2 XP whenever you prove yourself superior to a warren-bred rabbit, or when your disassociation brings you harm. Gain 5 XP whenever your loneliness brings you great pain and suffering, or you persuade another rabbit to leave their warren for the life of a Hlessi. Buyoff: Join a warren.

Key of the Competitor

Choose a particular person, social group, or species. You gain 1 XP when you outfox your rivals, and 3 XP when you do so against long odds. Buyoff - Decline to compete against this rival.

Key of Unrequited Love

You have a love for someone who does not return this love. Gain 1 XP whenever you have to make a decision that is influenced by them. Gain 2 XP every time you attempt to win their affection. Gain 5 XP every time you put yourself in harm's way or make a sacrifice for them. Buyoff: Abandon your pursuit of this person or win their love.

Key of Doom

You are doomed to a terrible fate. Gain 3 XP every time you act without regard to your safety. Gain 3 XP every time you enter battle against superior enemies (1 or more opponents with higher combat skill or several -- 3 or more -- opponents with equal skill). Buyoff: Retreat from an overwhelming battle or fight, or fight to survive so that you may be with a loved one.

NAME

Prince Thlayla ...Diplomat of Duns Tew warren

WATERSHIP
TSOY

VIGOR

3



INSTINCT

4



REASON

5



SECRETS

Rabscuttle's Gift.

Secret of Contacts.

Secret of the Iron Mind.

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Duns Tew).

Key of the Guardian (Rosemary).

Key of the Brokenhearted.

Key of the Paragon.

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Know Rabbits (R), Sway (I)

COMPETENT (+1)

Dominate (V), Groom (V), Know Friends (R), Smell (I), Trick (I)

UNSKILLED (+0)

Dig (V), Fight (V), Hide (I), Jump (V), Know Enemies (R), Know Men (R), Listen (I), Pray (I), Run (V)

CHARACTER INFORMATION: PRINCE THLAYLA

Protect your warren and set a good example of nobility. Keep Rosemary safe from foreign bucks. Don't fall in love.

ADVANCEMENT IDEAS

(Two advances) Increase Dominate to Adept

Increase Fight or Run to Competent

Increase Reason to 6

Buy the Secret of Enhancement (Dominate) or the Key Renown

SECRETS

Rabscuttle's Gift *Rabscuutvao*

You can spend from your pools to give others bonus dice, or to power their Secrets. This follows all normal rules; for example, only one point can be spent for bonus dice per action unless the receiving character has a Secret that allows more.

Secret of Contacts

You know all sorts of animals in all sorts of places. You can use this Secret for you to automatically have a past relationship with any GM character in the adventure. You may describe the relationship in a short phrase, such as "old enemy," "wartime buddy," "ex-lover," but the GM gets to decide the history and current disposition of the relationship. Cost: 3 points from a pool determined by the GM.

Secret of the Iron Mind

You can refresh Reason whenever you defeat someone else in a one-on-one personal contest of any type, as long as it has been established as a contest between the two.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of the Guardian

You have a ward, someone who depends on you for security and protection. Gain 1 XP every time this character is present in a scene with you. Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you rescue them from harm. Buyoff: Sever the relationship with this person.

Key of the Brokenhearted

You cannot let go of some tragic event in your past. It wounded you so deeply that you refuse (consciously or unconsciously) to form new bonds of love or attachment. Gain 1 XP every time you choose to keep new bonds from forming in favor of 'honoring' their past love (or, in other words, every time you choose nostalgia instead of the now). Gain 3 XP every time you rebuff a confession of love or camaraderie. Buy Off – Admit that you have found love.

Key of the Paragon

You are certain of something in life; that the ways you were raised to are the best ways, and that you exemplify them. The greatness of your home culture guides you, and you try to find a way to apply it to every situation. Gain 1 XP every time you use a cultural ability to your advantage. Gain 2 XP every time you use a cultural ability in a way that benefits the party. Gain 5 XP every time you convince someone to hold your culture in higher esteem than others. Buy Off – Disown yourself from your home culture.

NAME

Princess Cloud Daughter

WATERSHIP
TSOY

VIGOR

2



INSTINCT

5



REASON

5



SECRETS

Secret of the Kitten

Song of the Dawn

Secret of Specialty (Sway: Using sex appeal)

Secret of Telling Lies

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Heyford).

Key of the Manipulator.

Key of Conscience.

Key of the Pacifist.

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Dominate (V), Sway (I)

COMPETENT (+1)

Groom (V), Hide (I), Know Rabbits (R), Pray (I), Trick (I)

UNSKILLED (+0)

Dig (V), Fight (V), Jump (V), Know Enemies (R), Know Friends (R), Know Men (R), Listen (I), Run (V), Smell (I)

CHARACTER INFORMATION: PRINCESS CLOUD DAUGHTER

Protect your warren. Charm the Owsla and run the show. See that the weak are protected, but without violence.

ADVANCEMENT IDEAS

(Two advances) Increase Groom to Adept

Increase Fight to Competent

Increase Know Enemies to Competent

Increase Vigor to 3

Buy the Secret of Cunning Whiskers

Buy the Key of Love (specify who)

SECRETS

Secret of the Kitten *Néanalt*

You are barely out of your mother's scrape, a mere kitten, a nothing and a nobody. You can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than yourself or any other situation in which your reduced size may help.

Song of the Dawn *Fuléao-hain*

Your songs and stories carry a mystical meaning beyond the surface. Use any Instinct-based ability at any distance via singing. Cost: 2 Reason.

Secret of Specialty (Skill)

You must select an ability when you take this Secret. Choose a specialty you has within that ability - for example, cooking pastries for the Complex Crafts skill. You always have a bonus die when you attempts an action that falls within that specialty.

Secret of Telling Lies *Bralme tafo*

You know how to deceive others - a born liar. You gain a bonus die when trying to deceive with words.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of the Family

You have a family you were either born into or adopted. Gain 1 XP every time you defend a family member from harm. Gain 3 XP every time you defend a family member at great danger to yourself. Buyoff: Leave your family to strike out on your own.

Key of the Competitor

Choose a particular person, social group, or species. You gain 1 XP when you outfox your rivals, and 3 XP when you do so against long odds. Buyoff - Decline to compete against this rival.

Key of the Manipulator

You work behind the scenes, manipulating others in order to be a shadow ruler. You must work for or be an advisor of someone in a position of power. Gain 1 XP whenever you exert your will over the ruler, even over minor matters - especially over minor matters. Gain 2 XP whenever the ruler accepts your advice over others. Gain 5 XP whenever your influence makes the ruler make a policy change or establish a new policy that works in your favor. Buyoff: Accept the mantle of power for yourself.

NAME

Inkberry

...Owlsa tough guy

WATERSHIP TSOY

VIGOR

6



INSTINCT

3



REASON

3



SECRETS

Secret of Flying Leap,

Secret of Specialty (Run: Chasing)

Secret of Enhancement (Fight)

Secret of Warning

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of the Warren (Heyford)

Key of the Mission

Key of the Owsla

Key of Bloodlust

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Fight (V), Run (V)

COMPETENT (+1)

Dominate (V), Jump (V), Know Men (R), Listen (I), Smell (I)

UNSKILLED (+0)

Dig (V), Groom (V), Hide (I), Know Enemies (R), Know Friends (R), Know Rabbits (R), Pray (I), Sway (I), Trick (I)

CHARACTER INFORMATION: INKBERRY

Protect your warren. Maintain the honor of the Owlsa, fight hard and well, and see that the job is done.

ADVANCEMENT IDEAS

(Three advances) Increase Fight to Master

(Two advances) Increase Dominate to Adept

Increase Know Enemies to Competent

Increase Vigor to 7

Buy the War-Song of the Owsla

Buy the Key of the Masochist

SECRETS

Secret of Flying Leap

You can make amazing leaps. Using this Secret, you can jump much further or higher than normal. For each Vigor point you spend, up to three, you can jump another multiple of normal human ability for one leap.

Secret of Specialty (Skill)

You must select an ability when you take this Secret. Choose a specialty you has within that ability - for example, cooking pastries for the Complex Crafts skill. You always have a bonus die when you attempts an action that falls within that specialty.

Secret of Enhancement (Ability)

You must select an ability when you take this Secret. You may spend as many points out of the associated pool to give bonus dice to the ability as you like.

Secret of Warning *Pafme*

You have a powerful set of rear paws and can warn others of danger at extreme distances.

KEYS

Key of the Warren

Your warren is a great part of your identity. Gain 1 XP whenever you do something to help the warren. Gain 2 XP whenever you defend or help the warren even though it brings you ridicule or inconvenience. Gain 5 XP whenever you defends the warren in battle. Buyoff: Leave the warren and become hlessi.

Key of the Mission

You have a personal mission that you must complete. Gain 1 XP every time you take action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time you take action that completes a major part of this mission. Buyoff: Abandon this mission.

Key of the Owsla

You is a member of and dedicated to the Owsla, the warren guard. Being a member of the Owsla has great social advantages, but requires much of a rabbit. Gain 1 XP every time you do something to benefit the Owlsa (not the warren!). Gain 2 XP every time you do something to benefit the Owsla that causes you discomfort or inconvenience. Gain 5 XP every time you act to benefit the Owsla at the great risk of your body, reputation, or family. Buyoff: Act against the interests of the Owsla.

Key of Bloodlust

You enjoy overpowering others in combat. Gain 1 XP every time you defeat someone in battle. Gain 3 XP for defeating someone equal to or more powerful than yourself (equal or higher combat skill.) Buyoff: Be defeated in battle.

NAME

Parsnip

...Mystical Hlessi

WATERSHIP TSOY

VIGOR

4



INSTINCT

4



REASON

4



SECRETS

- Secret of the Marsh
- The Secret of Future Sight
- Secret of Mindful Stillness
- Secret of Enhancement (Trick)

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

- Key of the Hlessi
- Key of Renown
- Key of Vengeance (Heyford warren)
- Key of the Competitor (any Owlisa)

MASTER (+3)

GRAND MASTER (+4)

ADEPT (+2)

Hide (I), Run (V)

COMPETENT (+1)

Fight (V), Groom (V), Smell (I), Sway (I), Trick (I)

UNSKILLED (+0)

Dig (V), Dominate (V), Jump (V), Know Enemies (R), Know Friends (R), Know Men (R), Know Rabbits (R), Listen (I), Pray (I)

CHARACTER INFORMATION: PARSNIP

Stay safe. Increase your reputation by humiliating those Owsla bullies. Hurt Heyford warren in any way you can.

ADVANCEMENT IDEAS

(Two advances) Increase Fight to Adept

Increase Know Rabbits to Competent

Increase Listen to Competent

Increase Instinct to 5

Buy the Key of the Guardian (specify who)

Buy Key of Doom

SECRETS

Secret of the Marsh *Preenlos*

You always have a bonus die on any ability checks involving marsh flora and fauna, and can use your Know Friends skill for navigation in the marsh.

Secret of Future Sight *Bralth hyaothil*

Sometimes you have cryptic visions. It isn't entirely welcome, since it comes amid crippling seizures. Cost: 1 Vigor and 1 Reason

Secret of Mindful Stillness *Tharnaltme*

You do not go tharn involuntarily. When you choose to be still, Elil receive a penalty die when trying to find you. Cost: 1 Reason

Secret of Enhancement (Ability)

You must select an ability when you take this Secret. You may spend as many points out of the associated pool to give bonus dice to the ability as you like.

KEYS

Key of the Hlessi

You are Hlessi, a wandering rabbit. You have no warren and sleep above ground like a hare. Gain 1 XP every time you tell a story of your dangerous, lonely life, or refuse comfort. Gain 2 XP whenever you prove yourself superior to a warren-bred rabbit, or when your disassociation brings you harm. Gain 5 XP whenever your loneliness brings you great pain and suffering, or you persuade another rabbit to leave their warren for the life of a Hlessi. Buyoff: Join a warren.

Key of Renown

"You must be the worst assassin I've ever heard of." "But you have heard of me." You gain 1 XP whenever you see to it that your name and deeds are known, by bragging about them or making sure there are witnesses. You gain 2 XP whenever you put yourself at risk to do something unnecessary or foolish that will add to your reputation. You gain 5 XP whenever you risk your life to take credit for your actions (bragging that you were the one who killed the Duke's son, for example.). Buyoff: Give someone else credit for an action that would increase your renown.

Key of Vengeance

You have a hatred for a particular organization, rabbit, or even species. Gain 1 XP every time you hurt a member of that group or a lackey of that person. Gain 2 XP every time you strike a minor blow at that group or person (killing a member of the organization or one of the person's lackeys, disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at that group or person. Buyoff: Let your enemy go.

Key of the Competitor

Choose a particular person, social group, or species. You gain 1 XP when you outfox your rivals, and 3 XP when you do so against long odds. Buyoff - Decline to compete against this rival.