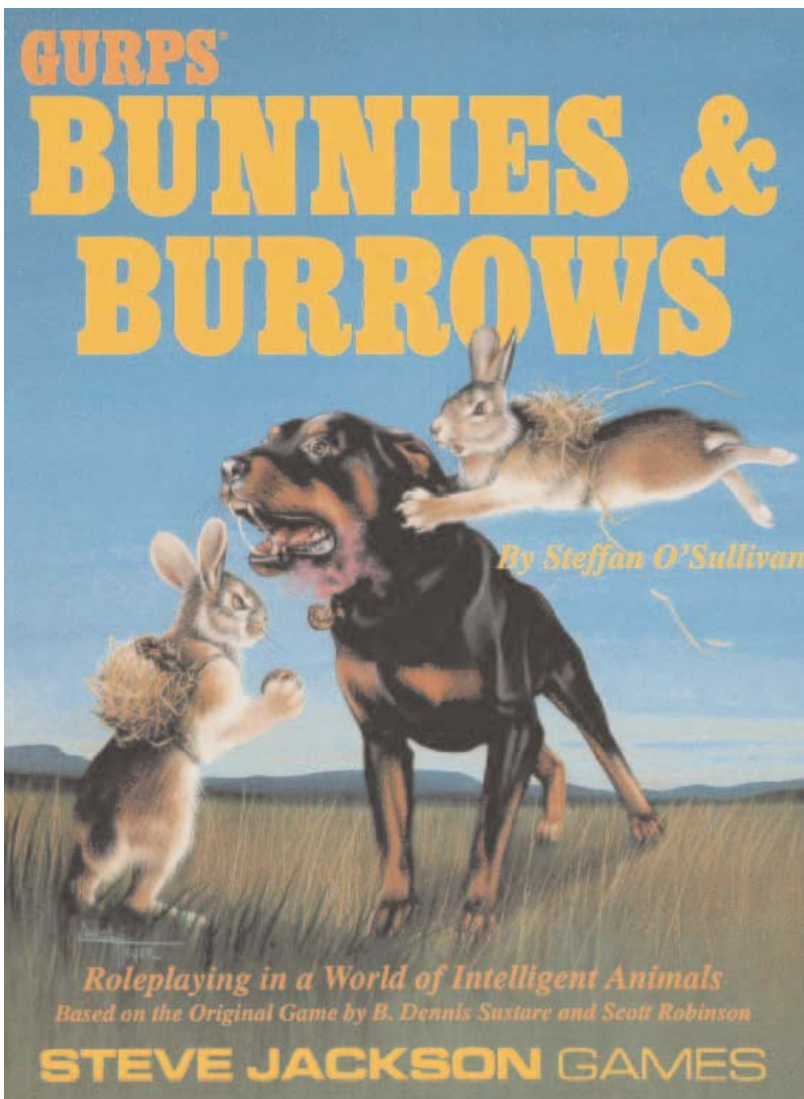


GURPS®



ENEMIES ALL AROUND!

GURPS Bunnies & Burrows is a new version of the 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 Bunnies & Burrows 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 PDF is a scanned copy of the last printed edition of *GURPS Bunnies & Burrows*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

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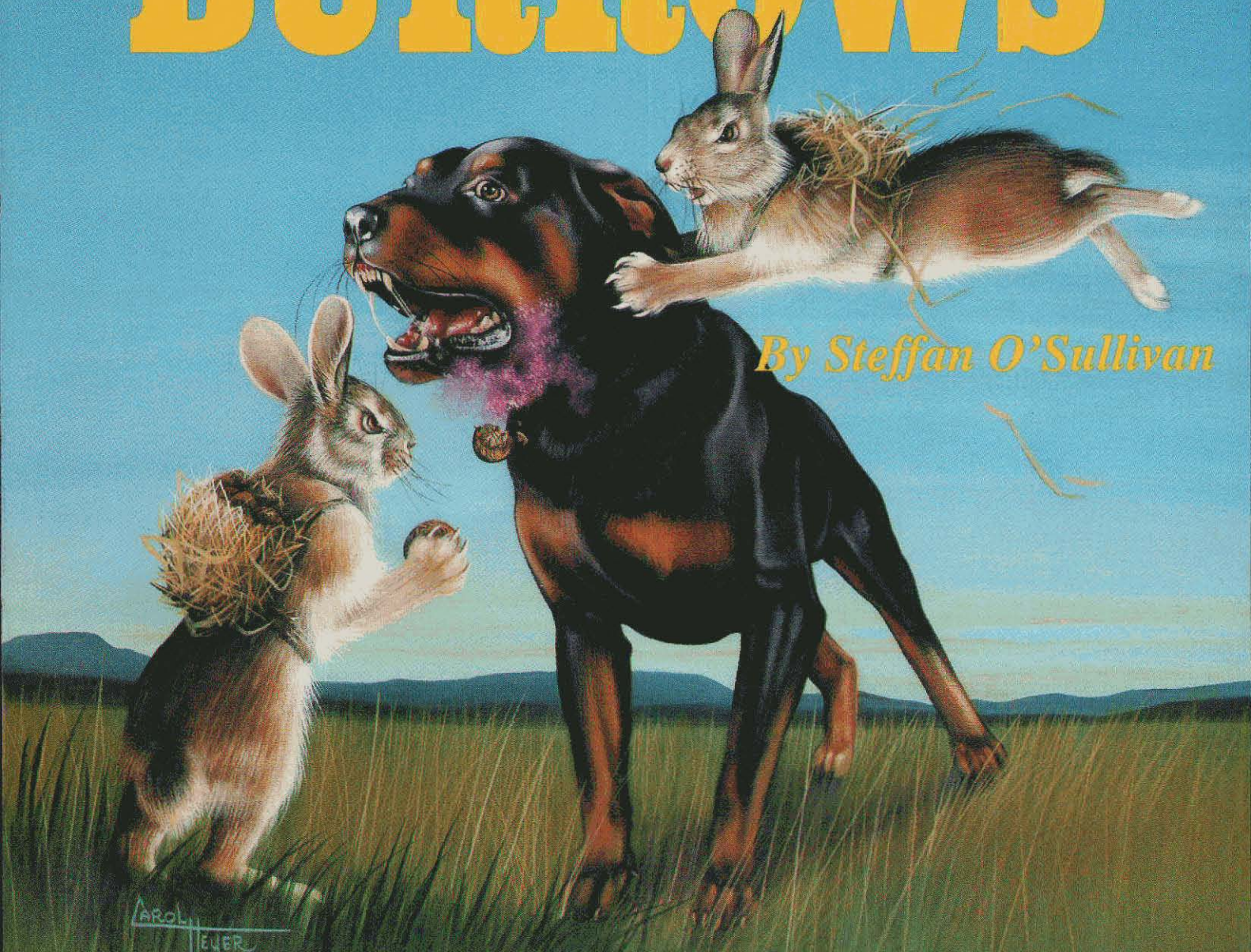
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GURPS[®]

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!

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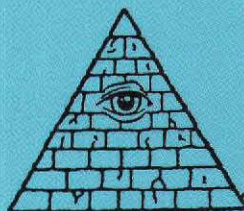


This book and the *GURPS Basic Set* are all that is needed to run a *B&B* campaign. Inside are:

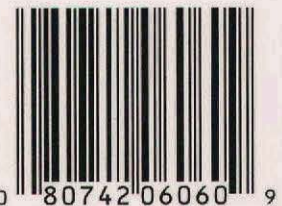
- Complete character creation rules, including rules for bunny Engineers, Seers, Empathic Healers, Herbalists, Storytellers and Bun Fu martial artists!
- A campaign world background, where your rabbits can raid gardens, challenge dogs, outwit foxes, and battle sinister packs of mongooses.
- Rules and 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



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GURPS[®]

BUNNIES & BURROWS

Roleplaying in a World of Intelligent Animals

By Steffan O'Sullivan

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

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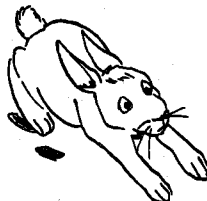
INTRODUCTION

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.

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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 mightily 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.

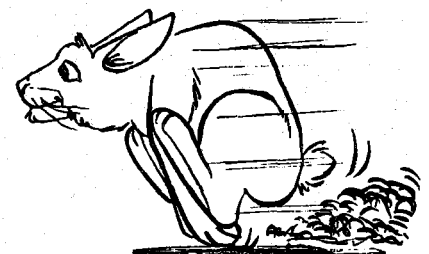
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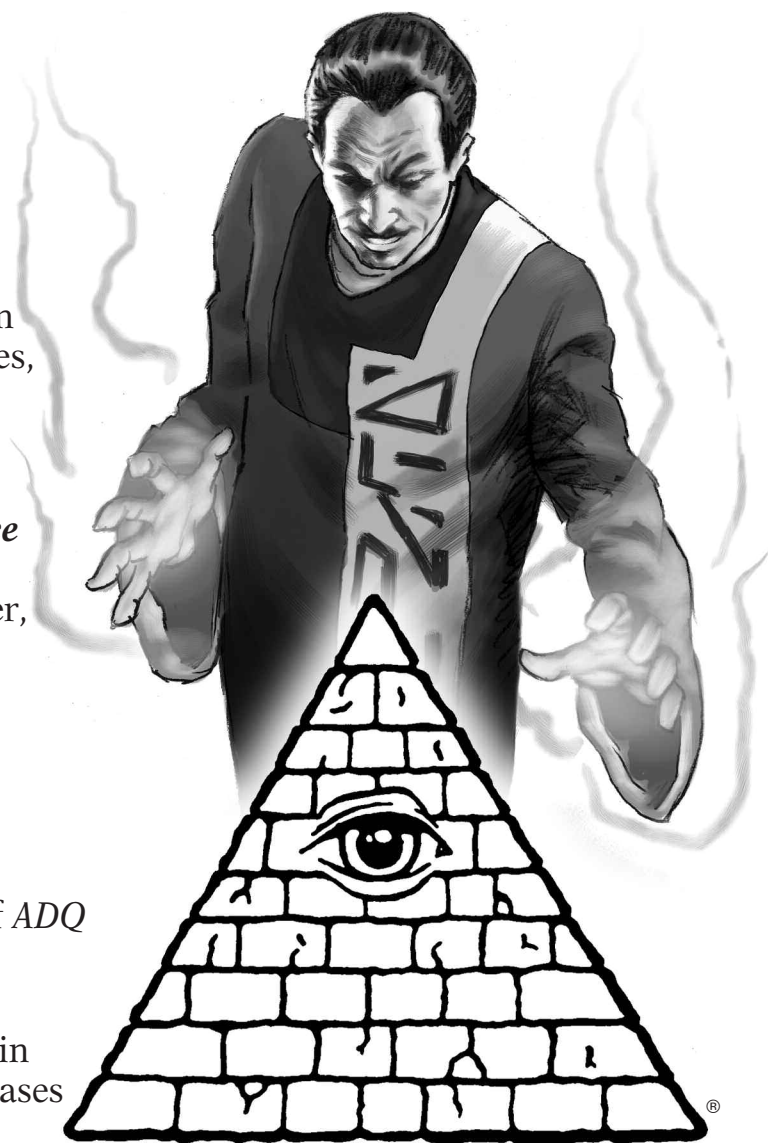
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