

# Bunnies and Burrows

## Authors

B. Dennis Sustare, Ph.D.  
Scott R. Robinson, Ph.D.

## Developer

Bill Webb

## Producer

Bill Webb

## Editor

Krista Collins

## Layout and Production

Elizabeth Stewart

## Front Cover Art

Moa Wallen

## Interior Art

Darlene, Maggie Vandewalle, Faith Bugar,  
C.J. Marsh, [brusheezy.com](http://brusheezy.com), [vecteezy.com](http://vecteezy.com)

## Cartography

Scott R. Robinson, Ph.D.

---

## FROG GOD GAMES IS

### CEO

Bill Webb

### Chief Operating Officer

Zach Glazar

### Production Director

Charles A. Wright

### Creative Director

Matthew J. Finch

### Special Projects Director

Jim Wampler

### Customer Service Director

Michael Badolato



©2018 Frog God Games, all rights reserved.

Game Rules ©B. Dennis Sustare, Ph.D. and Scott R. Robinson, Ph.D.

Game Content and title are licensed from Steve Jackson Games Incorporated

Bunnies and Burrows, GURPS Bunnies and Burrows, and GURPS are trademarks of Steve Jackson Games Incorporated, and are used with permission and under license.

**FROG  
GOD  
GAMES**

**TOUGH  
ADVENTURES  
FOR TOUGH  
PLAYERS**

# Table of Contents

## Welcome to B&B

### Part 1: Traits and Characteristics

Creating a Player Character

Migrating Rabbit Characters from B&B Light

Rabbit Traits and Professions

Profession: The Fighter (STR )

Profession: The Runner (SPD)

Profession: The Scout (INT)

Profession: The Maverick (AGI)

Profession: The Empath (CON)

Profession: The Seer (MYS)

Profession: The Herbalist (SML)

Profession: The Storyteller (CHA)

Non-Rabbit Species and Professions

Raccoon: The Bandit (STR)

Jackrabbit: The Herald (SPD)

Chipmunk: The Spy (INT)

Skunk: The Burglar (AGI)

Porcupine: The Guardian (CON)

Opossum: The Shaman (MYS)

Armadillo: The Trader (SML)

Squirrel: The Grifter (CHA)

### Part 2: Playing the Game

What Can a Bunny Do?

Time, Scale & Terrain

Dice and Skill Checks

Ordinary Activities

Movement and Foraging

Grooming

Sleeping

Scanning and Posting

Friendly Competition, Games, and Play

Mini-Game: Steady Now

Encounters

Traps and Hazards

Mini-Game: Ice Crack!

Predators

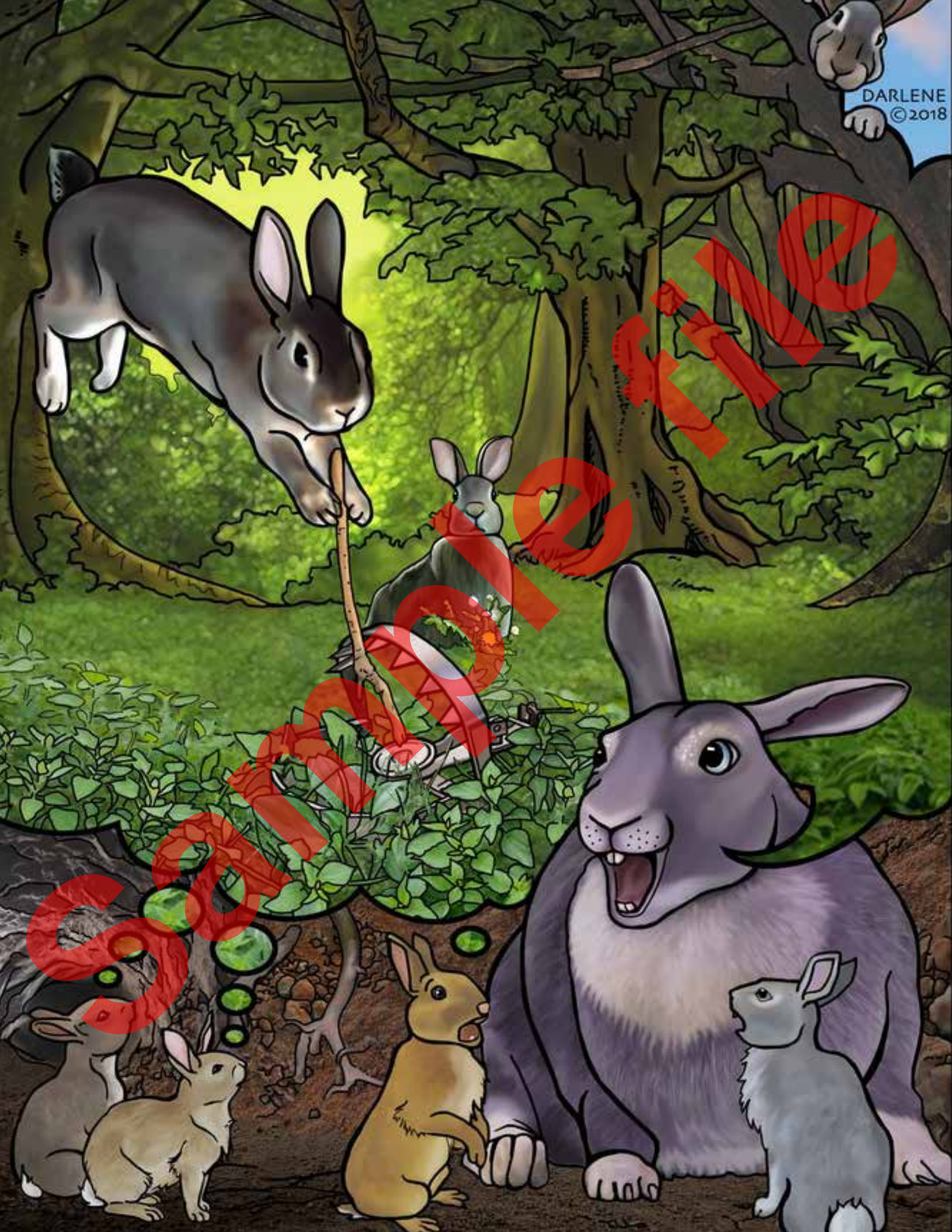
Pursuit

Mini-Game: Fox & Rabbit

5	Other Animals	55
6	NPCs and Wandering Neutrals	55
6	Combat	56
6	Terrain Effects on Condition	58
7	Effects of Hostile Rabbits on Movement	58
7	Effects of Handicaps on Movement	58
8	Entering the Battleboard During a Fight	58
9	Attack/Defend Dice	58
10	Conducting an Attack	59
12	Calculating Attack Score (AS)	59
14	Calculating Defense Score (DS)	59
15	Vulnerable Marker	59
17	Resolving an Attack	59
18	Attack Damage	59
19	Critical Hits	59
20	Handicaps	60
20	Injury	60
21	Regular Attack Tactics (available to all rabbits)	61
22	Special Ability Tactics	61
22	Special Movement Tactics	62
23	Combat with Predators or Neutrals	63
24	Basic Underground Combat	68
25	Altering the Battleboard	68
26	Plugs	69
26	Digging Tunnels	69
26	Temporary Human Modifications	69
27	Carrying During Escape	69
27	Who Can Dig	69
27	Non-Rabbit Player Characters	70
27	Non-Rabbit Neutrals	70
27	Predators	70
27	Underground Movement	70
28	Predator Movement Underground	70
28	Special Underground Tactics	71
35	Mini-Game: Warren Invasion!	71
39	Humans	72
42	Man-Things	73
43	Traps	73
44	Mini-Game: Trap Snapper	75
54	Herbs and Herbalism	76

Basic Rules: Herbs and Herbalists	76	Campaign Map	95
Finding Herbs	76	Details	96
Recognizing Herbs	77	Laying Out Herbs and Traps	96
Preparing Herbs	78	Artifacts and Man	96
Using Prepared Herbs	79	Record-Keeping	96
Effects of Poisonweed	80	Character Sheets	97
Extended Rules: The Alchemy of Herbalism	80	Food and Herbs	97
The Mystery of the Circle of Traits	81	Advancement Points	97
The Spirits of Herbs	81	Carrying Items	97
The Honeycomb of Black Adder	82	Handicaps	97
Searching for Herbs	82	Sandbox vs. Storyboard	97
Recognizing Herbs	83	Roleplay	98
Preparation of Herbs	83	Experience	98
Simple Herb Preparations	83	Catching Up	99
Advanced Herb Preparations	83	<b>Appendix A: The Herbal of Black Adder</b>	<b>99</b>
Herb Remodeling	84	<b>Appendix B: The Bestiary</b>	<b>123</b>
Basic Remodeling Techniques	84	<b>Appendix C: Player Aids</b>	<b>170</b>
Changing Herbal Type	86	Player Reference Sheet — All Characters	171
Important Notes on Herb Remodeling	87	Rabbits / Non-Rabbits	172
Mini-Game: Herb Scramble!	88	Character Cards — Rabbits	173
Herb Search Map	89	Character Cards — Non-Rabbits	177
Communication	90	Quick Reference Guide to Traps	182
Persuasion, Threat, Barter, and Deceit	90	Black Adder's Honeycomb of Herbal Lore	183
Scent Marks: The Writing of the Hedgerow	90	Quick Reference Guide to Herbs, Properties, Preparations, and Effects	185
Mini-Game: I Never Forget a Face	90	Quick Reference Guide to the Bestiary: Predators and Neutral Animals	189
Mating and Reproduction	91	Battleboards for 10 Habitats & Key	200
Choosing the New Rabbit to Play	92	Battleboards for Burrow & Extensions	201
Retiring a Character	92	Ice Crack playing sheet	215
<b>Part 3: For the Gamemaster</b>		Map of Coneylaeth (with 100-meter grid)	216
Designing an Adventure		Tokens for Combat, Pursuit, and Mini-Games	217
Adventure Overview		Herb Search Map	220
Storyboards		Combat Tactics Cards	221
Setups		<b>Acknowledgements</b>	<b>223</b>
Encounters			
Primary NPCs			
Primary Encounters			
Random Encounter Tables			
Filling in the Gaps			
Wrapping Up the Adventure			
Publishing Your Adventure			
Running a Campaign			
Rules			
House Rules			
Player Characters			

DARLENE  
© 2018



# Welcome to B&B

## Original B&B

**B**unnies & Burrows was first published in 1976 by Fantasy Games Unlimited. It provided a complete roleplaying game system in a fantasy setting, but unlike prior RPGs, it allowed you to roleplay as an intelligent rabbit rather than a traditional humanoid race (e.g., human, elf, dwarf, or halfling). There were rules for combat and herbalism, and the risks of traps, diseases, and predators. This new edition (2018) has been completely revised and expanded to enhance clarity and playability.

## Overview of the New Edition

In this new edition, you can still play as a rabbit, but you also have the option to play as a raccoon, squirrel, chipmunk, skunk, porcupine, opossum, jackrabbit, or armadillo, each with their own characteristics and abilities. Many aspects of the original game have been enhanced here. A full, logical system of herbalism is presented, forming an analogue to the magic systems in other fantasy roleplaying games. Predatory behavior is expanded to include the pursuit phase as well as the final combat. The bestiary we present is greatly expanded over the original version. We have worked hard to provide an ecological feel in the game, and to outline a wide range of habitats to explore. There are introductory adventures included now, and guidance on how to create your own adventures and run a campaign. We provide a good variety of play aids, and have created a series of mini-games that are fun by themselves, but can also be incorporated into the campaign itself. We hope you enjoy it.

## Getting Started

Only the Gamemaster who will run the campaign needs to read this entire rulebook, for the players can begin creating characters and starting play without knowing the details, learning as they advance. But all the players will find that they do better with a deeper understanding of the rules, especially those that directly pertain to the profession they choose for their character.

This book is organized into three main parts. **Traits and Characteristics** is a description of the eight traits that form the basis of each player's character, equivalent in a way to the genetic makeup of the character, followed by the skill improvement that comes with experience. In this part you will learn how to create a character, the special abilities of that character, and what role each trait plays during the game. No matter what profession you choose, you will find that all the traits are useful to you during play.

The second part is **Playing the Game**. Here you will learn how the game works, though we urge you to start playing and learn through experience as guided by your Gamemaster. The rules of pursuit and

combat are in this part, as well as sections on food, pests, diseases, and all the other things that are part of the life of rabbits.

The third section is **For The Gamemaster**, which explains how to run a campaign and design adventures. As the Gamemaster, you can decide the form the campaign takes, limited only by your imagination. Where will the rabbits live? What quests or challenges do they face? Will you have a campaign that stresses exploration, develops story lines, or is a continual battle to survive? You can decide, and can tailor your campaign to meet the needs and desires of your players. **Bunnies & Burrows** is equally well suited to experienced roleplayers or to beginners, even those to whom this will be their first RPG endeavor.

The third part is followed by several appendices that the Gamemaster will need as reference material. There is one on herbs, a bestiary, and various player aids.



# Part I:

# Traits and Characteristics

## The Eight Base Traits

**E**ight genetic Traits help determine the possible development and abilities of a player's character in Bunnies & Burrows. These are set at birth, and do not change during the course of the game. For each profession, one of these Traits will be the Primary Trait, though all may prove important in your eventual success.

<b>Strength (STR)</b>	Primary Trait of Fighters and Bandits.
<b>Speed (SPD)</b>	Primary Trait of Runners and Heralds.
<b>Intelligence (INT)</b>	Primary Trait of Scouts and Spies.
<b>Agility (AGI)</b>	Primary Trait of Mavericks and Burglars.
<b>Constitution (CON)</b>	Primary Trait of Empaths and Guardians.
<b>Mysticism (MYS)</b>	Primary Trait of Seers and Shamans.
<b>Smell (SML)</b>	Primary Trait of Herbalists and Traders.
<b>Charisma (CHA)</b>	Primary Trait of Storytellers and Grifters.

## Traits and Experience

Although your genetic makeup is set at birth, you decide how to make the most of what you are given. The development of your character starts with your choice of profession, and thereafter proceeds through experience gained during the game. To mark the degree of development, each Trait has a Level, and the Levels increase based on how you assign your experience to your Level progress. Thus, even if your genetic predisposition is low in one Trait, you may choose to advance Levels in that Trait and make it more useful during gameplay. At the start of play for a new character, you will be Level 0 in all Traits, though choosing a profession immediately advances you to Level 1 in two Traits (your Primary Trait, plus one different Trait of your choosing). Thereafter, you may improve your Levels by spending Advancement Points (APs), though your genetics imposes maximum limits to each Trait's Level.

## Base Bonus, Maximum Levels and Trait Ratings

For each Trait separately, your genetic value sets a Base Bonus for that Trait, and limits the maximum number of Levels you may attain in that Trait. These never change for your character during the game, though of course you may start playing a new

character with different Traits. The following table lists Base Bonus and Maximum Level for the possible Trait values.

Trait Value	Trait Base Bonus	Maximum Trait Level
6 or less	+0	4
7-12	+0	5
13-15	+1	6
16-17	+2	7
18 or more	+3	8

Your **Trait Rating** is the sum of the current Trait Level plus Base Bonus in the same Trait. Thus, if your Strength (STR) Trait Value is 16 (yielding a Base Bonus for Strength of +2) and your current STR Level is 3 — simply denoted as 16 STR, L3 — your STR Rating (which influences damage in combat) is +5 (2+3). Unlike your base genetic values, Trait Ratings continue to increase as you gain Levels, allowing you to become better and better in relevant abilities. But the highest possible Trait Ratings are attainable only by experienced characters with excellent genetic values.

## Advancement Points (AP)

As players complete adventures, the GM will award Advancement Points, typically based on the difficulty of the adventure. Prepared scenarios have suggested APs for completion of certain Acts within the Adventure, though the GM may modify these, if desired. During a campaign, players spend their accumulated APs to advance Trait Levels for their characters. It costs one AP to advance from Level 0 to Level 1, two APs from Level 1 to Level 2, three APs from Level 2 to Level 3, etc. A player may spend APs as they are earned, or save them to spend later. Except for the very first AP spent when creating a character (which must be spent in the primary Trait for the chosen Profession), the player may allot APs to various Traits as one wishes. Thus, you may choose to build up one Trait quickly, or spread the APs around to advance multiple Traits more slowly. Every Trait is valuable to advance; the pattern of advancement that you choose helps determine the type of character you are building during the campaign.

## Creating a Player Character

There are sixteen different professions from which to choose for your player character, with each profession limited to one specific type of animal. When you create a character, you roll dice to determine your genetic makeup for each of the eight Traits; how