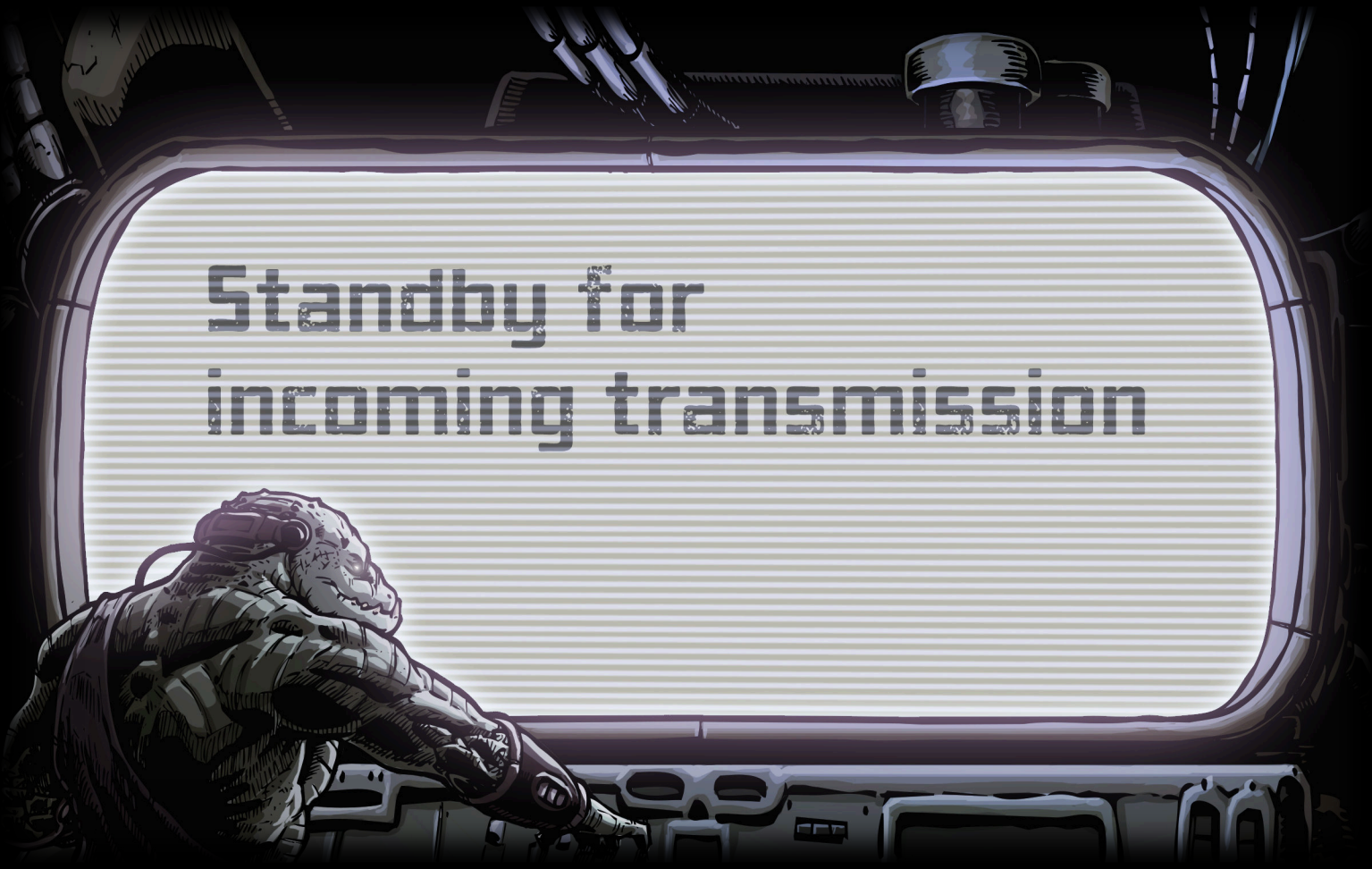


Manimals



Standby for
incoming transmission

**Anthropomorphic
Characters**

every
when

Incoming Transmissions: a set of expansions for the Everywhen roleplaying game, each building on the basic rule set with extra player templates, optional rules, NPCs and terrifying creatures.

Manimals: Shinobi terrapins in present-day New York. Rabbit ronin in feudal Japan. Irascible laser-wielding raccoons in space.

Manimals gives you the means to create humanoid animals for settings past, present, and future, with 80 species templates for wild and domestic creatures from across the globe including amphibians, birds, mammals (placental, marsupial, and monotreme), and reptiles. As most anthro settings take place in the present day (with the occasional foray to other times, planets, or dimensions), it also features 6 Origins and 26 genre-appropriate Careers for mostly modern day settings.



Manimals:

Anthropomorphic Animals

*an **Everywhen** RPG expansion*

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Introduction

Shinobi terrapins in present-day New York. Rabbit ronin in feudal Japan. Irascible laser-wielding raccoons in space.

Anthropomorphic ('anthro') animals are common characters on the page and on screen. They may be accidental or deliberate mutations or experiments, they may be evolved animals from the future, or they may be alien species who just happen to be humanoid animals.

Manimals gives you the means to create humanoid animals for settings past, present, and future, with 80 Species Templates for wild and domestic creatures from across the globe including amphibians, birds, mammals (placental, marsupial, and monotreme), and reptiles. As most anthro settings take place in the current day (with the occasional foray to other times, planets, or dimensions), it also features 6 Origins and 26 genre-appropriate Careers for mostly modern-day settings. Alternatively, modern specialisations such as those presented in *Dogs of W*A*R* may be used. Whether you're creating a green-furred hare who captains a spaceship, or an erudite chimpanzee who wears a deerstalker hat, this supplement for *Everywhen* will help you.

Following the rules for non-human races and ancestries presented in *Everywhen*,

Manimals templates ultimately balance boons and flaws. Because not all anthros possess all of the natural abilities of their species, and may or may not have every human trait fully developed, they are provided as Species Templates to pick and choose boons and flaws from.

Additionally, given the vastly differing sizes of some anthros, size is an important component too, and the Size Template chosen may modify the number of selections you can make from your Species Template.



Anthro character generation

Because creating anthro characters places significant emphasis on species and size, it is slightly different than the standard *Everywhen* character generation method.

- 1 Imagine the character that you want to play.
- 2 Choose the character's Anthro Origin (see pg. 8).
- 3 Is your character:
 - a. An adventurer? You have 4 combat ability points and 4 career points to distribute below.
 - b. A student? You have 4 combat ability points to distribute below, and Student 2 as your career point allocation. Students also have two free Student Boons and find it easier to advance after an adventure.
 - c. A non-combatant? You have 2 combat ability points and 6 career rank points to distribute below.
- 4 Select a Size Template (see pg. 31 and *Size Matters* on pg. 32).
- 5 Select a Species Template (pg. 34).
- 6 Record any Size Template modifiers, boons, and flaws.
- 7 Divide 4 attribute points between *strength*, *agility*, *mind*, and *appeal*. No more than one attribute can be at -1, the others must be 0 or higher. At this point the maximum for an attribute is 3, but this can be increased by boons and Size Template modifiers.
- 8 Divide your combat abilities points (determined in step 2) between *initiative*, *melee*, *ranged*, and *defence*. No more than one combat ability can be at -1, the others must be 0 or higher. At this point the maximum for a combat ability is 3, but this can be increased by boons.
- 9 Select a number of Species boons and flaws from your Species Template. You can pick further boons and flaws in step 11.
 - a. If it is appropriate to the setting that anthros without the *Human-Like* boon all receive the *Inhuman* flaw (see pg. 30), you gain a free Species boon.
 - b. If your Size Template is *Small*, you can choose two of your Species boons for free.
- 10 Choose 4 careers (or specialisations, depending on the setting) and divide your career rank points (determined in step 2) between them so that all careers are at least at rank 0 and not higher than rank 3. Careers may never have a negative rank value. Ordering your careers chronologically helps tell your character's story.
- 11 Select additional boons and flaws (for quicker character creation, this can be done in-game).
 - a. Get one boon based on your Anthro Origin (pg. 8).

- b. If you are a Student, get two extra student-only boons (see *Everywhen* pg. 19).
 - c. At this point, typical characters should have one more boon than they have flaws. If you have excess or unspent boons, adjust your totals by taking boons or flaws from your Anthro Origin, Species Template, or career.
 - d. If you take an additional flaw (from your Anthro Origin) or permanently spend a Hero Point, gain another boon (from Anthro Origin, Species Template, or career).
 - e. If you take another flaw (from Anthro Origin, career, or your Species Template) or permanently lose a Hero Point, gain another boon (any boon is allowed, including from your Species Template).
- 12** Choose your languages: You can speak the local native tongue, plus 1 language for each positive point in *mind*, and plus 1 per rank in careers that would involve speaking other languages.
- 13** Derive the other points for your character:
- a. Lifeblood (10+*strength*)
 - b. Hero Points (normally 5)
 - c. Arcane Power (if possessing an *Arcanist* career, 10 + *Arcanist* career rank)
 - d. Psionic Power (if possessing the *Psionic* career, 10 + *mind* + *Psionic* career rank)
 - e. [Optional: Credit Rating (*mind* + *appeal* + current career rank)]
 - f. [Optional: Resolve (10 + *mind*)] for settings using the Resolve rules.
- 14** Choose weapons, armour and tools suitable to your career choices, and agree with the GM any other equipment you might have.

Example of anthro creation

Jamie and his friends like the idea of playing a team of humanoid dogs, created as "super cops" by a government agency. The PCs will work as a special section of the New York Police Department (NYPD) as "Unit K10" (so they are not confused with the existing K9 police dog handlers).

- 1** Jamie decides that he will be a typical law enforcement dog breed, and settles on a Belgian Malinois. He considers a name and thinks that "Rex Lawson" is cool, with the surname being a bit of a joke of being a "son of the law".
- 2** For Anthro Origin (pg. 8), Jamie selects *Crazy Creation*.
- 3** As they will be expected to tangle with criminal forces, the PCs will be adventurers and so have 4 points to divide between combat abilities (in step 8), and 4 points to divide between careers (in step 10).
- 4** Jamie selects the *Medium Size* Template (pg. 32) so that Rex will be able to use normal police gear, vehicles, and so on.
- 5** Jamie selects the *Canine* Species Template (pg. 39).

- 6 The *Medium Size Template* provides no benefits or penalties so nothing is recorded at this point.
- 7 Jamie envisions his character as the tough guy of the unit, so writes down *strength 3, agility 1, mind -1*, and *appeal 1*, totalling 4 points.
- 8 In his mind, Jamie sees Rex getting up close and personal in combat, so writes down *initiative 0, melee 2, ranged 1, defence 1*.
- 9 Glancing over the *Canine Species Template* (pg. 39), Jamie jots down the *Advanced Smell* boon, balancing it with the *All Thumbs* flaw. He rationalises this is their modified paws having thick pads that make their fingers thicker and a bit less adroit than human ones.

All anthros in their chosen setting have the *Inhuman* flaw, so Jamie can choose another Species boon for Rex for free. He adds *Advanced Hearing* and *Inhuman* to his list. He's not keen on any more Species flaws, but figures he can select at least one more Species boon in Step 11.

- 10 As Rex is the most direct combatant in the unit, Jamie mulls over likely careers. Every unit member receives basic *Cop* (see pg. 12) training before specialising. Rex learns special weapons and tactics, becoming a *SWAT* officer. As he's expected to enter the thick of it, Rex was schooled in *Medic* techniques, but didn't apply himself well in this regard. Because he wasn't detective/hacker/forensic scientist material, the agency made Rex a certified *Pilot* (see *Crewman*, pg. 12), to fly Police Department helos.

Rex ends up with the careers *Cop 1, SWAT 2, Medic 0, Pilot 1*.

11 Rex's Origin.

- a. As a *Crazy Creation* (pg. 9), Rex takes the *Hard as Nails* boon.
- b. Rex isn't a student.
- c. Rex has 3 boons and 2 flaws, so 1 more boon than he has flaws and therefore no need to take any corrective boons or flaws.
- d. Jamie chooses the Anthro Origin flaw: *Enemy*. (Rex earned the enmity of a local gang leader for incarcerating his brother.) This means he gets another boon, so from his Cop career (pg. 12) he chooses *Contacts*.
- e. Eager to get another Species boon, he drops a Hero Point from Rex's total and takes *Natural Weapon (Bite)*.

- 12 Rex isn't the brightest member of the unit so only knows one language, and as the setting is modern-day New York, he chooses *English*.

- 13 Jamie calculates Rex's other relevant points: *Lifeblood 12, Hero Points 4, Resolve 9* (as the campaign will use *Everywhen's Fear* rules).

- 14 As a NYPD SWAT-specialist Unit K10 "super cop", Rex is well equipped. He wears a modified NYPD uniform, ballistic vest, and carries a side-handle baton, Glock 17 pistol, military-grade flashlight, belt-worn trauma kit, and walkie talkie. As a SWAT member he keeps a ballistic helmet, Mossberg 590 shotgun, Colt M4A1 carbine, and Heckler & Koch MP5 submachine gun in the unit's Lenco Bearcat armoured vehicle. He has access to the NYPD's helicopters when needed.

Anthro origins

In some settings, anthros will select typical backgrounds as just another species among many others. The following origins are inspired by the usual backgrounds and reasons for existence used for anthro characters in modern media, particularly modern-day settings.

Alien Animal

You are a member of an animal-like alien species. You've ended up on Earth, a less-advanced planet, whether due to a spaceship malfunction or because you're fleeing or fighting a menace that has come here. Worse, this planet has an animal that resembles your ancient, unevolved, ancestral species! Of course, if humans took note of your antennae/odd fur colour/other cosmetic difference, they wouldn't just assume you're a mutant animal!

Boons: *Ace, First-rate Facilities, Genius, Hard to Shake, Tools of the Trade*

Flaws: *Arrogant, Bounty, Enemy, Gullible, Unsettling*

Cosmetic Differences - Alien animals are differentiated from mundane anthros of their species by cosmetic differences. Here are some examples you can use as inspiration:

Antennae (Feathered, Long and Curling, Long and Slender, Short and Thick)

Bizarre Fur or Skin Colour/Pattern (Bright Colour, Spotted, Zigzag Stripes)

Enlarged Cranium (Common among those aliens with psionic powers or the Genius boon)

Odd Tail (Forked Tail, Tail on a Tailless Species, Two Tails)

Strange Eyes (Strange Colour, Third Eye, Unnaturally Large)



Crazy Creation

You were created as part of a deliberate experiment by a government organisation, private industry, criminal organisation, or secret society. Whether to serve as a test subject, assassin, bodyguard, law enforcer, criminal, mine specialist, space or deep sea explorer, or super soldier, your creation was for a purpose. Your treatment may have been good, poor, or indifferent, and you may have made enemies or allies. You may have even rebelled and escaped, possibly to be hunted!

Boons: *Athletic, Contacts, Escape Artist, Hard as Nails, Inured*

Flaws: *Addicted, Arrogant, Bounty, Enemy, Notorious*

Feral Freak

You were mutated or simply born as you are, but you were never part of civilisation! You learned to survive, to scavenge, to thrive with little but your wits and natural abilities, but your sapience demanded more, and so you watched any humans nearby. Your observations and secret forays into the human habitations taught you much. Maybe you have made enemies or friends of some? Perhaps you now seek to master the urban wilderness and protect the weak from urban predators?

Boons: *Athletic, Beast-Friend, Environment-Born, Friend, Stealthy*

Flaws: *Country Bumpkin, Enemy, Illiterate, Naivety, Savage*

Madcap Manimal

You're not a mutant animal, you're a mutant human! You were going about your life when the aliens abducted and hybridised you/you were bitten by a radioactive animal/the animal totem bonded with you/you touched that odd substance and that animal at the same time! Bam! Next thing you knew, you were as much animal as man! If you were lucky enough to remain human in appearance, maybe you've become a costumed vigilante! But the likelihood is you had to go into hiding and flee your normal life instead. Maybe you can use your abilities for good or find a way to remove them?

Boons: *Alert, Contacts, Disguise, Friend, Stealthy*

Flaws: *Bounty, Enemy, Hatred of..., Notorious, Urbanite*

Mentored Mutant

You were born as you are or accidentally came into contact with a mutagenic substance (alien, terrestrial, or temporal) that gradually changed you! You were eventually taken under the wing of a benevolent (or not so benevolent) individual, family, or organisation. If so, maybe they taught and trained you as a detective, a ninja, a criminal, or a crime fighter? Did you stay with (or escape!) your mentor?

Boons: *Alert, Contacts, Deft Hands, Friend, Low-Born*

Flaws: *Bounty, Enemy, Hatred of..., Notorious, Savage*

Temporal Traveller

You come from an advanced future where one or more animal species evolved (or were uplifted) and attained sapience and humanoid form. You now find yourself trapped in the primitive past thanks to that broken time machine, time wizard, or temporal anomaly!

Has a private or government organisation taken an unhealthy interest in you and your broken time machine/hi-tech implements?

You need friends, and maybe to find a way back to your time!

Boons: *Biting Comment, Genius, Glib, Knowledge, Tools of the Trade*

Flaws: *Arrogant, Bounty, Enemy, Naivety, Urbanite*

Anthro careers

The careers available in an anthro-centric setting, or one that includes them, will vary greatly, based on time period, location, and the origin of the anthro in question.

However, for a modern-day setting inspired by the most famous examples of anthro media (see pg. 61), here are some appropriate careers!

Bodyguard

Alternative Names: *Guard, Minder*

The *Bodyguard* has a simple duty: protect their given charge from harm. Some are little more than thugs, issuing a beatdown on anyone who annoys their charge. Others are consummate professionals, operating efficiently and with restraint, and ensuring that their charge's residence is also secure. They may work as contractors or as members of a government or criminal body.

Bodyguarding requires a high level of alertness and awareness, recognising danger zones and potential threats. *Bodyguards* learn to head-off trouble before it begins and how to handle themselves in close-in combat and maintain any weapons they use. Securing an area often becomes necessary, so they become familiar with likely means of entry or quick egress and the devices that are helpful to monitor an area and warn of breaches.

Attributes: *Strength* helps with brawling and physical intimidation. *Agility* is needed when it comes to reacting quickly to danger and using ranged weapons. *Mind* helps with awareness and security operation.

Adventuring: *Bodyguards* are generally tied to their charge and go where they go.

Fighting: *Bodyguards* may gain a bonus to attack rolls equal to their rank when defending their charge.

Suggested Boons: *Ace (Driver), Alert, Brawler, Death Glare, Detect Deception, Fearsome Looks, Friend, Giant Strength, Grappler, Hard as Nails, Knowledge (Personal Security), Mighty Fists*

Suggested Flaws: *Arrogant, Bounty, Code, Enemy, Savage, Taciturn, Tedious, Temper, Ugly & Brutish, Urbanite*

Bounty Hunter

Alternative Names: *Manhunter*

Bounty Hunters track down and capture, or in some cases kill, targets at the behest of an individual, group, or government. Most are mercenaries, but some are employees of certain concerns, and all have to travel, whether across states or even intergalactic regions for those from space or the future.

Bounty Hunters learn to chase down leads and gather information. They use tracking where needed. Observation skills are useful for watching a target's routines and they need to plan the best means of a takedown. Grappling techniques and devices are paramount for bringing quarry back alive. Because they are often employed by governing bodies, *Bounty Hunters* have to have an understanding of the laws within which they operate.

Attributes: *Strength* is handy for brawling and grappling or using physical presence to intimidate. *Agility* is helpful for shooting. *Mind* is useful for alertness and tracking.

Adventuring: As they wander and are often sent after miscreants or undesirables, *Bounty Hunters* are easy to tie into adventures.

Fighting: *Bounty Hunters* may gain a bonus to attack rolls equal to their rank when attempting to bring down their quarry.

Suggested Boons: *Alert, Athletic, Brawler, Contacts, Deadeye, Death Glare, Detect Deception, Fearsome Looks, Friend, Giant Strength, Grappler, Hard as Nails, Hard to Shake, Inured, Mighty Fists, Tools of the Trade, Two-Gun Mojo*

Suggested Flaws: *Arrogant, Boastful, Code, Enemy, Greed, Notorious, Savage, Taciturn, Temper, Ugly & Brutish*

Cat Burglar

Alternative Names: None

Anyone can break and enter a building, crudely smashing windows and stuffing valuables into bags, but a cat burglar has finesse. *Cat Burglars* pride themselves on their ability to enter an establishment unnoticed, bypassing security and undertaking thefts with a minimum of fuss or damage. Given their obvious skill, they are a cut above more mundane criminals and frequently relish the challenge of the theft as much as the high-end valuables they typically target.

Cat Burglars have an excellent understanding of security devices and safes and how to bypass or crack them open. They learn how to quickly and quietly open safes, and how to stealthily infiltrate a site or building. Reading and understanding building plans is a necessity as is observing and noting any security schedules and procedures their targets might take. They are always alert, are excellent climbers, and make use of the best devices and technologies their time period provides in their criminal pursuits.

Attributes: *Agility* is necessary for climbing, stealth, and many breaking and entering skills. *Mind* lends itself to awareness, planning, and the use or circumventing of some technologies.

Adventuring: *Cat Burglars* are seldom involved in adventuring.

Fighting: *Cat Burglars* actively seek to avoid confrontation, not indulge in it.

Suggested Boons: *Alert, Athletics, Cat-Like Agility, Contacts, Deft Hands, Friend, Knowledge (Security), Night Sight, Stealthy, Tools of the Trade*

Suggested Flaws: *Arrogant, Bounty, Delicate, Enemy, Greed, Urbanite*

Cop

Alternative Names: *Police Officer*

Cops enforce the law and have the legal weight to perform their duties. Whether just, honest, and diligent, or a hothead maverick who bends the rules to serve the greater good, they face off against criminals of all stripes, trying to serve and protect. Of course, in eras or places where corruption is rife, or the state is totalitarian, good officers can find themselves at odds with the institutions they were employed by.

Cops have a decent understanding of criminal law insofar as it pertains to their duties. They train in unarmed and baton fighting techniques with an eye to defence and restraint. In modern periods, they receive training in side arms, including pistols, shotguns, and carbines, including the care of such weapons. *Cops* do basic investigations and interrogations, and develop the ability to notice criminals and ne'er-do-wells and often discern when they are being less than truthful. As they typically have to travel to undertake their duties, they may use horses, motorcycles, or automobiles, possibly of the hovering variety in the future.

Attributes: *Agility* is required for fighting and pursuit driving. *Mind* is needed for investigation and comprehension of law. *Appeal* is always useful for defusing situations.

Adventuring: *Cops* are involved wherever crime occurs, and so enter adventures that way.

Fighting: *Cops* may be granted a bonus on their attack rolls equal to their rank, when attempting to apprehend a criminal.

Suggested Boons: *Ace, Alert, Athletic, Contacts, Deadeye, Detect Deception, Friend, Grappler, Hard to Shake, Inured, Knowledge (Criminal Law)*

Suggested Flaws: *Arrogant, Boastful, Cocky, Code, Enemy, Hatred of..., Temper, Urbanite*

Crewman

Alternative Names: *Ace, Captain, Pilot, Pirate, Sailor*

Whether a shipboard pirate on the Spanish Main, a spaceship captain operating a battered tramp freighter, a hotshot jet fighter pilot, or a sailor aboard a modern battleship, the *Crewman* is fully acquainted with their vessel. *Crewmen* frequently dwell in cramped quarters or barracks for long stretches of time and are notorious for blowing off steam when they have the opportunity. Some are combatants, others traders or smugglers.

Not only do *Crewmen* become familiar with the operation of their given vessels, but they learn to navigate and chart routes, operate any armaments or sensors their ship boasts, can undertake basic maintenance, and understand any laws they should abide by (or avoid) with regard to their duties. *Crewmen* also display a good knowledge of the bars, ports, and other locales where they can dock, refuel, undertake repairs, or let their hair down.

Attributes: When it comes to operating a smaller vessel in dangerous situations, *agility* comes into its own. *Mind* is paramount for navigation, simple repairs, and operating larger vessels. *appeal* helps secure deals and trade for those of a mercantile bent.

Adventuring: Many *Crewmen* are adventurous sorts, and they often travel far and wide.

Fighting: *Crewmen* may gain a rank bonus to combat rolls when engaged in vehicular combat.

Suggested Boons: *Ace, Alert, Born-on-Board, Brawler, Carouser, Contacts, Friend, Master Gunner*

Suggested Flaws: *Arrogant, Boastful, Cocky, Code, Enemy, Fear of..., Greed, Missing Eye or Ear, Missing Limb, Notorious, Spendthrift*

Entertainer

Alternative Names: *Actor, Acrobat, Artist, Clown, Comedian, Dancer, Magician, Musician, Singer*

Whether a two-bit comedian doing charity gigs, a circus acrobat, a rock band guitarist, or a skilled magician entrancing the crowds at Vegas, the *Entertainer* entertains. Some live for their art, others do it as a means to survive. Some are prima donnas, others remain more down to earth.

Entertainers learn the skills needed to undertake their chosen theatre of expertise. They learn how to deal with others, whether arranging a contract or engaging an audience. If they are to be successful, they quickly pick up on the feelings and attitudes of those around them and adjust their performances appropriately.

Attributes: *Agility* is a necessity for many performances, *mind* is useful for planning them, and *appeal* is vital for engaging with those watching

Adventuring: *Entertainers* are rarely involved with adventures, but those who travel to various gigs or venues may come across events that embroil them.

Fighting: *Entertainers* are generally not combatants.

Suggested Boons: *Artistic, Attractive, Biting Comment, Carouser, Cat-Like Agility, Contacts, Deft Hands, Escape Artist, Friend, Inspire, Knowledge, Striking Appeal, Tools of the Trade*

Suggested Flaws: *Addicted, Arrogant, Boastful, Cocky, Combat Paralysis, Enemy, Greed, Memorable, Out of Shape, Overly Sensitive, Spendthrift, Timid, Urbanite*

Fugitive

Alternative Names: *Escapee*

The *Fugitive* is on the run from the law, from an organisation, from a powerful individual or group, or even a regime. They may be a rebel, someone who saw something they shouldn't have, or an escapee from some form of incarceration. *Fugitives* keep on the move, always looking over their shoulders for fear of capture or reprisals.

They learn to stay alert, to notice when they are being observed or followed. Moving quickly and quietly helps them remain free, and avoidance and escape are always a focus. They travel light and avoid drawing attention to themselves, operating with a minimum of supplies and essentials, faking ID, lying, resorting to petty theft where necessary. *Fugitives* frequently learn to read others and their motives, and to apply simple disguises.

Attributes: *Agility* is helpful for evasion and hiding. *Mind* lends itself to alertness. *Appeal* is needed to lie and deal with others.

Adventuring: *Fugitives* can accidentally stumble across adventures as they are constantly on the move.

Fighting: The GM may grant *Fugitives* a rank bonus to their attack rolls when they are attempting to avoid capture.

Suggested Boons: *Alert, Detect Deception, Disguise, Escape Artist, Friend, Glib, Stealthy*

Suggested Flaws: *Bounty, Enemy, Fear of..., Notorious, Taciturn*

Ganger

Alternative Names: *Biker, Blood, Crip, Hoodlum, Mafia, Mafiya, Tong, Triad, Yakuza*

Gangers belong to a criminal gang and are involved in crimes ranging from mugging to drug dealing, breaking and entering to money laundering. They often have certain styles of dress, jacket patches, tattoos, hand symbols, and other distinguishing identifiers. Rivalry between different gangs can be fierce and may spill out into violent turf wars.

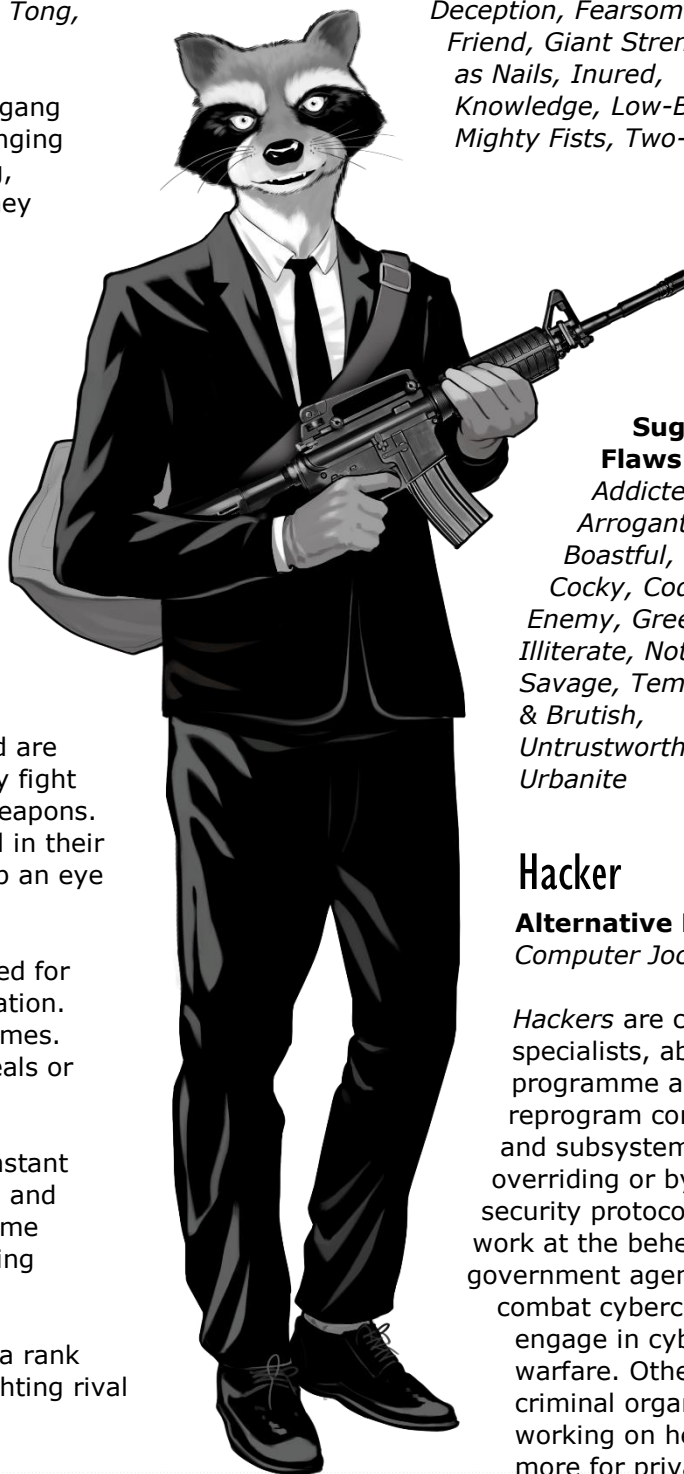
Gangers learn how to engage in a variety of crimes, and also about the laws they are flouting and how they can use the law to their advantage. They recognise other criminals, and are capable of making deals. They fight dirty and use a selection of weapons. Intimidation is a powerful tool in their arsenal and they have to keep an eye out for problems.

Attributes: *Strength* is needed for brawling and physical intimidation. *Mind* is handy for planning crimes. *Appeal* helps when making deals or lying.

Adventuring: Due to the constant threat of the law, rival gangs, and vigilantes, *Gangers* may become involved in adventures featuring these.

Fighting: *Gangers* may gain a rank bonus to attack rolls when fighting rival gang members.

Suggested Boons: *Ace (Driver), Brawler, Carouser, Contacts, Death Glare, Detect Deception, Fearsome Looks, Friend, Giant Strength, Hard as Nails, Inured, Knowledge, Low-Born, Mighty Fists, Two-Gun Mojo*



Suggested Flaws:

Addicted, Arrogant, Boastful, Bounty, Cocky, Code, Enemy, Greed, Illiterate, Notorious, Savage, Temper, Ugly & Brutish, Untrustworthy, Urbanite

Hacker

Alternative Names: *Computer Jock*

Hackers are computing specialists, able to programme and reprogram computers and subsystems, overriding or bypassing security protocols. Some work at the behest of a government agency to combat cybercrime or engage in cyber warfare. Others for criminal organisations, working on heists. Yet more for private companies, data

mining. And many work solo, creating and spreading viruses or cracking government security systems for kicks.

Hackers can program and reprogram computing systems, bypass network security, override or control electronic security systems, and hook up systems wirelessly or physically on-site. They can gather data and encrypt or decrypt it. They can even dismantle and create their own bespoke computers.

Attributes: All of a *Hacker's* activities rely on a keen *mind*.

Adventuring: *Hackers* typically prefer to remain away from action, ensconced safely at their computers.

Fighting: Fighting is definitely not a *Hacker's* forte.

Suggested Boons: *Contacts, False Avatar, Friend, Genius, Knowledge, Meme Resistance, Tools of the Trade*

Suggested Flaws: *Arrogant, Boastful, Bounty, Clumsy, Cocky, Combat Paralysis, Enemy, Frail, Greed, Out of Shape, Poor Eyesight, Tedious, Timid, Urbanite*

Hitman

Alternative Names: *Assassin, Gunman*

Whether they are killers-for-hire, members of an organised crime syndicate, or the deniable assets of a regime, *Hitmen* do one thing: they kill people efficiently, avoiding active combat. Most pride themselves on a quick, clean kill, usually at range when their target least expects it. This reduces collateral damage and the risk of being captured.

Hitmen understand how to kill or incapacitate swiftly and silently. They become adept with certain weapons and their maintenance and potentially poisons

too. They also learn to observe habits and routines and plan their hits effectively. Avoiding notice is needed, so they obfuscate their appearance, learn to blend in, and to move without drawing attention to themselves. Covert entry is sometimes needed, so they learn to circumvent security and break and enter. They gain a working knowledge of shady government departments or the criminal underworld. When things go awry, they are all about evasion, quick getaways, and disappearing into the teeming masses.

Attributes: *Agility* is essential for shooting people, silent entry, and evading pursuit, *mind* for awareness and planning.

Adventuring: *Hitmen* may be involved in an adventure when they are double-crossed by their employer, or stumble across unexpected revelations in the pursuit of a target.

Fighting: Favouring ranged weapons as they do, *Hitmen* may be granted an attack roll bonus equal to their rank when firing at an unsuspecting target

Suggested Boons: *Alert, Brawler, Contacts, Deadeye, Death Glare, Disguise, Hard to Shake, Inured, Night Sight, Poison Resistance, Stealthy, Two-Gun Mojo*

Suggested Flaws: *Arrogant, Bounty, Cocky, Code, Enemy, Taciturn, Unsettling, Urbanite*

Inventor

Alternative Names: *Alchemist, Engineer, Mystical Blacksmith, Techie*

Note: This is an *Inventor* career (see *Everywhen* pg. 99-105) and provides a number of DP equal to its rank.

Creativity and technical expertise define the inventor. Engineers, chemical engineers, biological technicians, expert mechanics,

alchemists, and mystical blacksmiths, inventors of all types design, repair, and create. They range from the eccentric cobbling together scavenged items in their garage and private company employees looking to create the next medical breakthrough, to government employees working for institutions such as DARPA. At the extreme edge depending on time period, alchemical potions, mutagens, psionic implants, cybernetics, hi-tech weaponry, time travel devices, super serums, jet packs, and flying cars, all come under the umbrella of the *Inventor*.

Inventors learn to research, plan, and formulate their creations. They know where they can locate materials, recognise their properties, and are able to refine them. They understand how to dismantle creations as well as craft them.

Attributes: *Agility* is useful for physical construction, but *mind* rules above all.

Adventuring: *Inventors* may find their creations subject to unwelcome attention and potential theft, and they may be forced to work for unscrupulous groups on implements they would normally object to creating. Their devices may even create potential adventures in and of themselves.

Fighting: *Inventors* are not warriors.

Suggested Boons: *Contacts, Deft Hands, First-rate Facilities, Friend, Genius, Knowledge, Tools of the Trade*

Suggested Flaws: *Arrogant, Boastful, Clumsy, Cocky, Combat Paralysis, Delicate, Enemy, Frail, Obsession, Out of Shape, Overly Sensitive, Tedious, Temper, Urbanite*

Investigator

Alternative Names: *Federal Agent, Investigative Journalist, Private Detective*

Uncovering the truth, learning the facts, determining who was responsible, these are the drives of the *Investigator*. *Investigators* range from the federal agent employed by the government in agencies such as the FBI to private detectives and investigative journalists. Although all run the risk of individuals and groups taking sometimes violent exception to their activities, only federal agents have the authority of the law behind them.

Investigators learn to interview and interrogate, to gain information by greasing palms, through even innocuous conversation. With some understanding of psychology and people, they are able to read people and quickly discern whether someone is a likely criminal or is hiding something. Evidence is noted and examined, and they use surveillance techniques and devices to observe and record suspects.

Attributes: *Mind* is required for making deductions, noticing and gathering evidence, and piecing together clues. *Appeal* is handy for gathering information from people.

Adventuring: *Investigators* may find themselves traveling during certain investigations and can end up involved with all sorts of dangerous individuals or groups.

Fighting: *Investigators* gain no special combat bonuses.

Suggested Boons: *Alert, Contacts, Detect Deception, First-rate Facilities, Friend, Glib, Hard to Shake, Inured, Knowledge (Investigative Techniques), Linguist, Stealthy, Tools of the Trade*

Suggested Flaws: *Addicted, Arrogant, Cocky, Code, Enemy, Tedious, Urbanite*



Martial Artist

Alternative Names: *Gladiator, MMA Fighter, Pit Fighter, Pro-Wrestler, Pugilist, Street Fighter*

The *Martial Artist* is a hand-to-hand combat specialist. They focus on a single form of fighting, be it pugilism, gladiatorial combat in an alien arena, an exotic martial art such as *capoeira* or *pencak silat*, or brutal back alley street fighting with brass knuckles, chains, and baseball bats.

Martial Artists learn the techniques and weapons of their fighting style. They are able to size up opponents and note weaknesses. They have some awareness of psychology and can sew doubt in a challenger's mind, potentially even ending a fight before it begins. Understanding basic anatomy helps them bring the pain but also relieve it with some first aid. The rituals, rules, and traditions of their own fighting style and those of rivals are known to them.

Attributes: *Strength* is intrinsic to more brutal styles and physical intimidation, while *agility* is needed for others and evasion. *Mind* can be of assistance in reading an opponent.

Adventuring: *Martial Artists* may travel to learn advanced techniques or face famous or infamous opponents.

Fighting: *Martial Artists* may gain a rank bonus to attack rolls in one-on-one fights against known rivals.

Suggested Boons: *Alert, Athletic, Blind Combat, Brawler, Cat-like Agility, Death Glare, Fearsome Looks, Friend, Giant Strength, Grappler, Hard as Nails, Hard to Kill, Iaijutsu, Kiai Shout, Legendary Weapon, Mighty Fists, Mighty Shot, Quick Recovery, Thick Skin, Two-Weapon Fighter*

Suggested Flaws: *Arrogant, Boastful, Cocky, Code, Enemy, Hatred of..., Missing*

Eye or Ear, Notorious, Savage, Taciturn, Temper, Ugly & Brutish

Medic

Alternative Names: *Doctor, Field Medic, Nurse, Paramedic, Psychiatrist, Surgeon, Veterinarian*

Medics see to the wellbeing of others. They may treat illnesses or injuries in people or animals, administering medicines and other treatments. Some deal with the ailments of the mind, offering counselling and support. *Surgeons* perform delicate operations, while paramedics and field medics work at the scene.

Medics learn about various physical or mental ailments and injuries, how these are caused, and what their effects and symptoms are. They are familiar with the chemicals, medicines, and techniques used for treatment. At the scene, they can stabilise the injured quickly. Understanding hygiene and processes are important and *Medics* may operate a selection of devices in their duties. They have excellent knowledge of anatomy. *Paramedics* learn to drive at speed.

Attributes: *Agility* is handy when it comes to stitches or surgery. *Mind* is required for thorough knowledge and understanding of the problem. *Appeal* can help keep patients calm and soothe their issues.

Adventuring: *Medics* may be involved in adventures in any case where someone is subjected to harm.

Fighting: *Medics* are often sworn not to cause harm and most would rather avoid a fight.

Suggested Boons: *Ace (Driving), Comforting Words, Contacts, Deft Hands, Disease Resistance, Field Medic, First-rate Facilities, Friend, Genius, Hard to Shake,*

Knowledge (Medicine), Poison Resistance, Tools of the Trade

Suggested Flaws: *Addicted, Arrogant, Code, Combat Paralysis, Out of Shape, Skeptic, Urbanite*

Ninja

Alternative Names: *Kunoichi (female ninja), Shinobi*

Members of an age-old tradition, *Ninja* either adhere to the time-honoured ways or embrace the tools and technologies of their time period. They may be a killers-for-hire (principled or otherwise), ruthless criminals, or honourable martial artists depending on their clan or *jōnin* (sensei/clan leader), and clans with different outlooks may be engaged in shadow wars.

They have knowledge of climbing techniques, stealth, covert entry, sabotage, poisons, disguise, various esoteric weapons and devices, and the traditions of their clan and others.

Attributes: *Agility* is good for sneaking, combat, and surreptitious entry. *Mind* is helpful for working with poisons and undertaking sabotage. *Appeal* is handy for deception.

Adventuring: *Ninja* are frequently engaged in various missions for clients or their clan, and shadow wars can spill over.

Fighting: When attacking opponents by surprise, the GM may grant *Ninja* an attack roll bonus equal to rank.

Suggested Boons: *Alert, Athletic, Blind Combat, Brawler, Cat-Like Agility, Contacts, Death Glare, Disguise, Escape Artist, Iaijutsu, Legendary Weapon, Poison Resistance, Stealthy, Two-Weapon Fighter*

Suggested Flaws: *Arrogant, Bounty, Code, Enemy, Fanatic, Savage, Taciturn, Temper*

Primitive

Alternative Names: *Feral, Wildman*

The *Primitive* learns to survive outside the norms of civilisation, thriving in their given environment be it jungle, desert, or even the urban jungle.

They learn to stalk and hunt, to climb and swim, to scavenge what they need, and to craft arms and implements from whatever useful materials they have nearby. They recognise local flora and fauna and its uses. *Primitives* create simple shelters and understand how to start fires. They learn to recognise what is safe or not to eat and basic treatments for common ailments or wounds using local resources.

Attributes: *Strength* is needed for dealing with the difficulties of a life without typical comforts. *Agility* is useful for stalking and climbing.

Adventuring: *Primitives* can easily be introduced into adventures occurring in their home environments, usually defending it or the creatures within it.

Fighting: *Primitives* may receive a bonus on their attack roll equal to their rank, when fighting typical common species from their chosen environment.

Suggested Boons: *Alert, Athletic, Beast-Friend, Disease Resistance, Environment-Born, Hard as Nails, Horseman, Keen Sense, Stealthy*

Suggested Flaws: *Country Bumpkin, Illiterate, Naivety, Savage, Taciturn, Temper, Urbanite*

Psionic

Alternative Names: *Psychic*

Note: This is a Psionic career (see *Psionic Points, Everywhen* pg. 15).

Psionics harness the powers of the mind. These may be naturally occurring, mutations, derived through special implants, or the result of chemical or esoteric testing. Such powers can take many forms including telekinesis and telepathy. Oft-times, such powers are poorly understood and become the subject of fear. Certainly, *Psionics* may find themselves hunted by those who seek to understand the powers better or harness them to their own ends.

Psionics learn how such powers operate and what their limits are. They frequently learn how to counter such powers also.

Attributes: *Mind* is the engine behind psionic powers, and provides the means to wield and resist them.

Adventuring: Possessing strange powers as they do, *Psionics* may find themselves using these powers to help others, tangling with less scrupulous *Psionics*, or hunted.

Fighting: *Psionics* have no special combat knowledge.

Suggested Boons: *Alert, Death Glare, Detect Deception, Friend, Hard to Shake, Power of the Mind, Psionic Sensitive, Telekinetic, Telepathic*

Suggested Flaws: *Addicted, Arrogant, Bounty, Clouded Mind, Delicate, Enemy, Frail, Fear of..., Hatred of..., Temper, Unsettling*

Samurai

Alternative Names: *Bushi, Ronin (masterless samurai), Samurai-ko (female samurai)*

Samurai are warriors, knights famed for bearing the *daisho* ("long and short", the combination of *katana* and *wakizashi* and symbol of their station). They may wield traditionally-made weapons or more modern ones, but most conduct themselves with honour and follow the code of *bushido*. *Samurai* may lead other warriors into battle.

They have knowledge of noble arts such as *haiku*, *sumi-e* ink painting, and *bonsai*. They know rules of Japanese etiquette and ceremony. They have understanding of strategy, tactics, and leadership. They employ a variety of tradition weapons and armours, and know how to maintain them. Martial arts such as *jujutsu* are learned. *Samurai* are skilled horsemen (or motorcycle riders in modern urban settings).

Attributes: *Agility* is useful for combat and artistic pursuits. *Mind* is essential for planning effective strategies. *Appeal* is valuable for social interactions.

Adventuring: *Samurai* undertake missions at the behest of their *daimyō* (masters). *Ronin* are frequently wanderers, making them easy to integrate into adventures.

Fighting: When facing a single opponent in a focused duel, the GM may grant *Samurai* an attack roll bonus equal to rank.

Suggested Boons: *Artistic, Blind Combat, Cat-Like Agility, Deadeye, Death Glare, Grappler, Horseman, Iaijutsu, Inspire, Kiai Shout, Legendary Weapon, Tactician, Two-Weapon Fighter*

Suggested Flaws: *Arrogant, Boastful, Code, Enemy, Overly Modest, Savage, Taciturn, Temper*

Scientist

Alternative Names: *Astronomer, Chemist, Biologist, Earth Scientist, Physicist*

Scientists are experts in various areas of knowledge, professors in such disciplines as astrophysics, biochemistry, or zoology. They seek to advance knowledge and understanding in their chosen field, and to investigate and explain any new or unexplained processes. *Scientists* may work for government agencies, academic institutions, private companies, criminal enterprises, or operate independently.

Scientists possess in-depth knowledge about their field of expertise, but also often have a reasonable knowledge of directly related areas of science. They can make educated hypotheses and conduct experiments and research to test them. *Scientists* learn to interpret results and data and reach appropriate conclusions. As scientific work is frequently peer-reviewed and discussed, they must also be able to present a thesis or lecture regarding their work.

Attributes: Although *mind* is absolutely essential for a *Scientist*, some *appeal* can be useful in delivering lectures or defending a thesis.

Adventuring: Although some branches of science take to the field, most *Scientists* are ensconced with their laboratories.

Fighting: *Scientists* are not likely to be involved in a fight.

Suggested Boons: *Contacts, Disease Resistance, First-rate Facilities, Friend, Genius, Knowledge, Poison Resistance, Tools of the Trade*

Suggested Flaws: *Addicted, Arrogant, Boastful, Combat Paralysis, Delicate, Frail, Notorious, Obsession, Out of Shape, Poor Eyesight, Skeptic, Tedious, Temper, Timid, Urbanite*



Soldier

Alternative Names: *Commando, Grunt, Mercenary, Space Marine*

Soldiers are frontline warriors, tasked with engaging their enemies directly or via special operations. They include the private armies employed by some future corporations, mercenary groups, heavily armed private security details, and the *Soldiers* employed by nations and other official bodies.

Tactics, both small unit and battlefield, are required elements of a *Soldier's* repertoire. They also learn to patrol an area effectively, assess areas of danger and potential ambush, and establish such locations themselves when needed. Basic survival techniques are taught, as are rapid means of deployment including the use of armoured vehicles, rappelling, and in some cases diving and parachuting. Training in knife and unarmed fighting is provided, as well as military-grade weapons such as assault rifles, handguns, sniper rifles, submachine guns, and heavier ordnance including grenade launchers, machine guns, and anti-tank rocket launchers.

Attributes: *Strength* is important for grunt work. *Agility* is essential for combat, shooting, and evasion. *Mind* aids in tactics and observation. *Appeal* helps inspire and lead.

Adventuring: *Soldiers* may be found in warzones worldwide (or galaxy wide), but are not always easy to integrate into adventures that are not military in focus.

Fighting: *Soldiers* are all about combat and may gain a rank bonus to attack rolls in conditions of all-out battle.

Suggested Boons: *Alert, Athletic, Brawler, Contacts, Deadeye, Death Glare, Friend, Giant Strength, Hard as Nails, Hard to Kill,*

Hard to Shake, Inspire, Inured, Master Gunner, Quick Recovery, Stealthy, Tactician

Suggested Flaws: *Arrogant, Boastful, Cocky, Code, Enemy, Greed, Hatred of..., Missing Eye or Ear, Missing Limb, Notorious, Savage, Taciturn, Temper, Ugly & Brutish*

Sorcerer

Alternative Names: *Shaman, Mage, Warlock, Witch, Wizard*

Note: This is an Arcanist career (see *Arcane Points, Everywhen* pg. 15).

Sorcerers are those who learn to wield the eldritch forces of magic, be they natural or other-dimensional in origin. Following age-old rituals and practices of shamanistic or hermetic approach, or experimenting to create their own, these often eccentric individuals bring mysterious forces to bear.

Sorcerers not only learn to wield magic, but they are able to research the occult, possessing an understanding of the libraries, mystical cults, and individuals from which they might glean more insight. They are cognisant of folklore, legends, and mythologies and the rituals and beliefs of esoteric orders and cultural practitioners. Knowledge of ancient or obscure languages is common, as is the recognition of supernatural creatures and unnatural dimensions.

Attributes: *Mind* is the key to arcane lore, though *Appeal* is greatly beneficial in dealing with other *Sorcerers* or unnatural entities.

Adventuring: *Sorcerers* find that they are often surrounded by the strange and unnatural or investigating such.

Fighting: *Sorcerers* prefer to strike with magic rather than fists.

Suggested Boons: *Familiar, First-rate Facilities, Genius, Hard to Shake, Knowledge*

(Occult), Linguist, Magic of the Ancients, Nose for the Unnatural, Power of the Void, Totem Animal, Ward

Suggested Flaws: *Apprentice, Arrogant, Boastful, Clouded Void, Clumsy, Delicate, Enemy, Frail, Obsession, Out of Shape, Poor Eyesight, Temper, Thin Skinned, Unsettling*

Spy

Alternative Names: *Secret Agent*

Spies are utilised by government agencies and corporations across the world to gather important information, blackmail highly-placed rivals into cooperating, steal valuable plans, or sabotage undesired developments.

Spies learn a broad range of skills including breaking and entering, defeating security measures, climbing and sneaking, surveillance and counter-surveillance. Proficiency in foreign languages and customs, and how to set up alter egos is a necessity. Disguises are used to infiltrate, avoid, recognition, and escape when necessary. They learn to lie, read people, resist interrogation, and use persuasion, bribery, and blackmail to advance their ends. Training in unarmed fighting, the use of knives, and of concealable small arms is also intrinsic, as is the use of basic explosives and sabotage.

Attributes: *Agility* aids a *Spy* in sneaking, breaking and entering, and escaping. *Mind* is needed for planning, observation, and surveillance. *Appeal* is essential for coercion, lying, and extracting information.

Adventuring: *Spies* operate in all corners of the globe, in exotic locations and dangerous situations, and so are easy to involve in adventures.

Fighting: *Spies* may receive a rank bonus to attack rolls if they are attempting to escape.

Suggested Boons: *Alert, Alter Ego, Carouser, Contacts, Deft Hands, Detect Deception, Disguise, Escape Artist, Glib, Linguist, Night Sight, Stealthy, Striking Appeal, Tools of the Trade*

Suggested Flaws: *Arrogant, Bounty, Enemy, Urbanite*

SWAT

Alternative Names: *Counter-Terrorist, ESU (Emergency Services Unit), HRT (Hostage Rescue Team), Paramilitary Police, Tactical Police*

SWAT teams are deployed to deal with a wide range of civilian situations where the likelihood of violence is high. These specially-trained police face rioters, hostage situations, and incidents involving heavily-armed criminals, terrorists, and drug cartels.

SWAT officers learn to employ and maintain a selection of pistols, submachine guns, assault rifles, carbines, sniper rifles, and shotguns. They also handle gas and stun grenades and are taught how to handle riot situations using shields. They deal with hostage and terrorist situations, including planning assaults to eliminate the threat and reduce casualties, and use these same skills in drug raids. Swift and sudden entry is often needed, so they learn to breach doors and use rappelling techniques.

Attributes: *Agility* is required for accurate shooting. *Mind* is helpful in planning raids and rescues.

Adventuring: SWAT officers may find themselves involved in adventures involving all manner of criminals or terrorists.

Fighting: SWAT officers may be granted a rank bonus to their attack rolls when fighting someone who has taken another hostage.

Suggested Boons: *Alert, Athletic, Contacts, Deadeye, Friend, Hard to Shake, Inspire, Inured, Knowledge, Tactician*

Suggested Flaws: *Arrogant, Code, Enemy, Tedious, Urbanite*

Test Subject

Alternative Names: *Guinea Pig*

Test Subjects undertake a barrage of physical, psychological, and/or cognitive tests for various reasons. These can include testing limits and reactions, trialling new chemicals or medicines, employing or investigating the effects of new weaponry, or gaining a greater understanding of a mutated form. This can be humane and voluntary but is frequently anything but.

Test Subjects learn to recognise different physical and mental symptoms and limitations. They learn how test areas are arranged and operated, and what various devices are used for. But mostly they learn to endure.

Attributes: *Strength* is useful for physical endurance and *Mind* for resolve.

Adventuring: *Test Subjects* are rarely involved in adventures unless they are being rescued, escaping, or encountered in a given facility.

Fighting: *Test Subjects* are rarely martially inclined.

Suggested Boons: *Disease Resistance, Escape Artist, Friend, Hard as Nails, Hard to Kill, Hard to Shake, Inured, Poison Resistance*

Suggested Flaws: *Addicted, Enemy, Fear of..., Hatred of..., Missing Eye or Ear, Missing Limb, Mute, Poor Eyesight, Poor Hearing, Poor Smell/Taste, Poor Recovery, Stressed, Taciturn, Temper*

Vigilante

Alternative Names: *Costumed Crusader, Equaliser, Guardian Angel*

Vigilantes have decided that the law cannot or is not doing enough to curb crime and other undesirable behaviour, and so takes it upon themselves to do so. Some are hard-bitten urban warriors out for justice or vengeance for some past wrong. Others apply only as much force and presence as they can to help others within the confines of the law. Some don brightly-coloured spandex and adopt an appropriate theme and pseudonym. Others adopt a clear uniform to make themselves a visible deterrent. They may operate independently or in groups, and while some are just and measured, or only target certain types of crime, others have no sense of scale, treating a jaywalker as severely as an armed robber.

Vigilantes learn to recognise areas where trouble is likely, and to spot likely trouble-makers based on appearance and mannerisms. Climbing and running enables them to chase down crooks or escape when necessary. They possess combat techniques, armed and unarmed, and create networks of informants. Inspiring fear is a useful tool for making criminals reconsider their actions or for extracting more information.

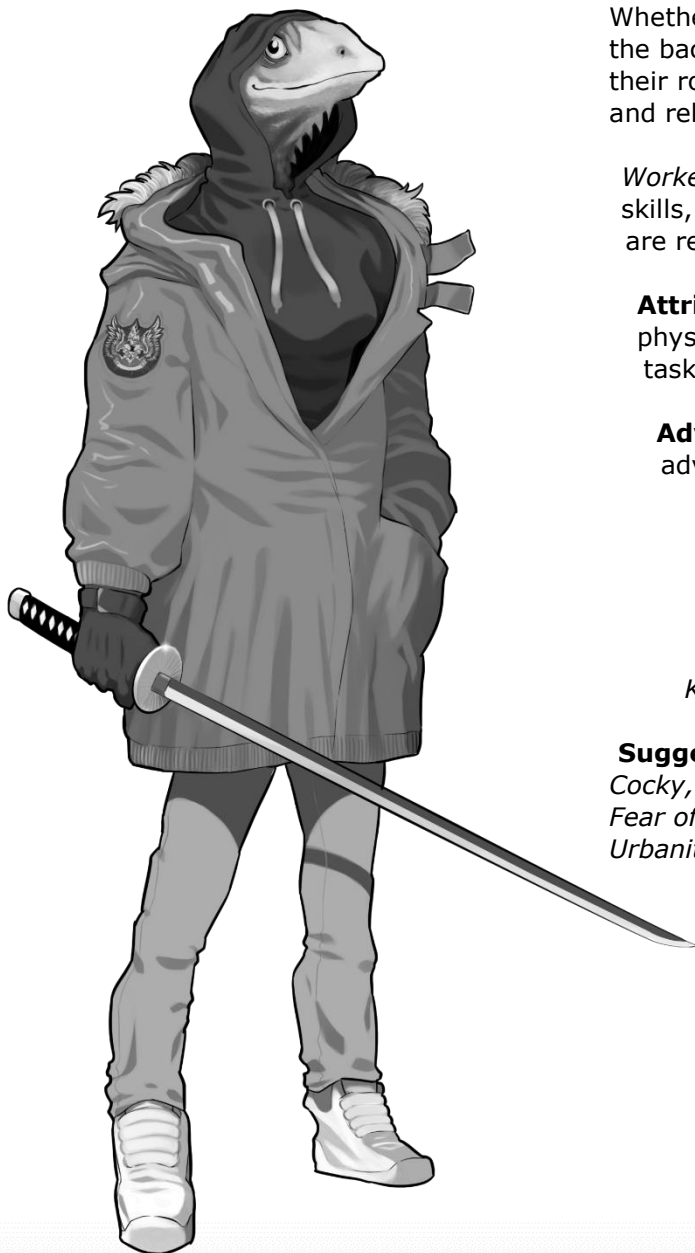
Attributes: *Strength* helps with brawling. *Agility* lends itself to fighting and chases. *Mind* enables observation and planning. *Appeal* helps to deal with informants and information gathering.

Adventuring: *Vigilantes* deal with criminal elements frequently and so often become involved in adventures involving these.

Fighting: *Vigilantes* may gain a rank-based attack bonus when fighting lawbreakers on their turf.

Suggested Boons: *Alert, Athletic, Brawler, Contacts, Detect Deception, Fearsome Looks, Friend, Grappler, Hard as Nails, Low-Born, Mighty Fists, Mighty Shot, Night Sight, Stealthy, Two Gun Mojo, Two-Weapon Fighter*

Suggested Flaws: *Bounty, Code, Enemy, Hatred of..., Obsession, Savage, Taciturn, Temper, Urbanite*



Worker

Alternative Names: *Accountant, Cashier, Factory Worker, Farmer, General Manager, Janitor, Labourer, Office Clerk, Retailer, Secretary, Sewer Worker, Waiter/Waitress, Zoo Keeper, etc.*

The *Worker* is the Average Joe or Jane, the typical person doing a typical job, usually enduring the grind of 9-5, five days a week. Whether they work on a farmstead, live in the back of beyond or the urban sprawl, their routine is typically work, eat, sleep, and relax when you can.

Workers are a varied bunch with varied skills, their uniting feature being that they are regular folks.

Attributes: *Strength* is helpful for physical labour. *Mind* for more mental tasks. *Appeal* for dealing with others.

Adventuring: *Workers* often dream of adventure, but rarely encounter it.

Fighting: *Workers* usually flee from fights.

Suggested Boons: *Beast-Friend, Contacts, Friend, Frugal, Knowledge, Low-Born*

Suggested Flaws: *Arrogant, Boastful, Cocky, Combat Paralysis, Country Bumpkin, Fear of..., Out of Shape, Tedious, Timid, Urbanite*

Aliens, Psychics, Wizards, Oh My!

It is up to the GM and how they envision the setting as to whether aliens, time travellers, psychic powers, magic, or even cybernetics like those in *Neonpunk Crys* exist, though they frequently show up in anthro-related media. Campaigns involving these elements can be wild and wahoo, and involve alien invaders, travel to other dimensions and times, and all manner of gonzo fun!

New general boons

Deadeye – All shots are considered one range increment lower due to your uncanny hand-eye coordination.

Death Glare – Your eyes reflect the cold fury willing inside you. This boon allows you to make social attacks without saying a word. It does not require an action in combat, though the GM can rule how often *Death Glare* is used. The damage is d6 fatigue damage to the target's *resolve*. The victim's *mind* score is a negative modifier to the roll.

Familiar – This boon is only available to *Sorcerers*. You share a mystic bond with an animal companion ranging in size from *Tiny* to *Small* (the animal is always considered *tough*). The familiar obeys your simple mental commands. For the cost of 1 Arcane Point, you can perceive what the familiar sees, hears, and smells for up to an hour. Slain familiars can be "replaced" between adventures.

Iaijutsu – When fast-drawing a melee weapon, you gain a bonus die on your priority roll.

Kiai Shout – You can muster a shout so powerful it either emboldens you or weakens an opponent's spirit. You take either a bonus die on your next attack roll or cause your opponent to suffer a penalty. A *Kiai* can be performed up to your *mind* score per day, minimum of once. The penalty die effect won't work if your opponent has the *Fear Resistance* boon.

Totem Animal – This boon is available to any anthro. Pick an animal native to your region or of the same species as yourself. Said animal won't harm you even if magically or psionically controlled, and you gain the *Beast-Friend* boon when interacting with it.

Two-Gun Mojo – You can make two pistol attacks with a lesser penalty. When attacking a single target you suffer no penalty on your roll, and against two separate targets take a -1 on both rolls.

New general flaws

Cocky – You're not always correct, but you're never in doubt. You take a penalty die when resisting a challenge and ignore common sense when it comes to danger.

Code – You have a set of rules you strictly follow, whether an oath you swore as part of a career, a code such as that of *bushido*, a set of spiritual beliefs, or a set of strictures you have set yourself. Examples include never harming a child, always accept an honourable surrender, your word is your bond, etc. If you violate your code you lose all of your Hero Points until you can appropriately atone.

Species boons

Boons marked with * count as two boons in cost.

Advanced Hearing – You can hear frequencies of sound beyond those of normal humans and roll a bonus die when perceiving sounds.

Advanced Smell – Your sense of smell is so acute you can recognise subtle and individual scents and can even track with your sense of smell. Add a bonus die when smelling things.

Advanced Vision – Your vision is so acute that it is akin to using x5 magnification binoculars and you roll a bonus die when spotting things.

Burrower – You can dig or burrow through sand or soil at a rate of a yard/metre per combat round. Leaving a tunnel behind you for others to follow doubles the time required.

Chameleon – You can change your skin colour and patterning at will, camouflaging yourself or using your skin to send visual signals. When mostly naked, you gain a bonus die on all hiding attempts.

Climber – You can climb as swiftly as you can run and receive a bonus die on all climbing rolls.

Echolocation – You can use echolocation or sonar to emit ultra high-frequency noises that you use to build a 3D mental picture of your surroundings. The mental image is simple, black-and-white, and lacking in detail, but enables you to operate in absolute darkness with no penalty. It has a “visual” range of 50 yards/metres, but beyond 10 yards/metres, more and more definition is lost.

Electrolocation – You can sense the electrical currents in nearby objects and living beings within 5 yards/metres, sensing the presence and size of living beings even on the other side of walls or in pitch darkness, tracing electrical wiring inside walls, noting the strength of electrical current, etc.

Food Reserve – You can store reserves of food energy and water as fat within your body. For every day that you consume double the needed amount of food and water, up to a maximum of ten days, you can store a day’s worth in your body’s food reserve. This means that after six days of gorging you need not eat or drink for three days, for example.

Glider – Due to patagia, diminished wings, or gliding surfaces, you can launch yourself from a height and glide safely. You glide at your sprinting speed, dropping 10 yards/metres per combat round.

Human-Like – Your head, face, and body become all but completely human in appearance to the extent that you look more like a human who resembles an animal. If any obvious animal features, such as a prehensile tail, are hidden, you can easily pass for human. In settings where anthros might face fear, persecution, or capture, you can often avoid scrutiny. Choosing some Species boons that are blatant and not easily hidden, such as a beak, obviously preclude this boon.

Jackhammer – You can deliver a flurry of quick pecks to a hard surface punching through it. Your beak attacks have Penetration (1). *Note: Requires Natural Weapons (Beak).*

Leaper – You can make tremendous leaps and bounds, clearing up to ten yards/metres without a roll and adding a bonus die to any jumping rolls you do make.



Mimic Sound – Your vocal capabilities are such that you can perfectly mimic any sound you hear, if not always the volume.

Moisture Gathering – Your body continually recycles or gathers moisture from the air and continually channels it into you, meaning that you need never drink.

Natural Armour - Soft – You have soft natural armour, whether tough scales, thick hide, or a protective layer of subcutaneous fat. It acts in all ways like standard Light Armour, but does not restrict arcane powers in those settings that feature them.

Natural Armour - Hard* – You have hard natural armour such as a thick shell. It acts in all ways like standard Medium Armour, including reducing *agility*, but does not restrict arcane powers in those settings that feature them.

Natural Weapons – You have natural weaponry such as claws, fangs, horns, tusks, or a sharp beak. These do $d6 + strength$ damage and cannot be disarmed. For the purposes of the *Brawler* boon, these count as being unarmed.

Pain Immunity – You are immune to pain. Any affect relying on pain has no effect on you.

Prehensile Feet – You can hold and manipulate objects with your feet as if they were second hands. They also grant you a bonus die on all climbing rolls.

Prehensile Limb – You have a mobile limb (usually a tail) as long as you are tall that can grip things and support your weight easily. While it cannot be used for fine manipulation, it can grab and hold objects, be used to wield a simple one-handed weapon, and provides a bonus die to any climbing rolls.

Regeneration – You not only heal two *Lifeblood* points of lasting damage per day, but can regrow lost digits in a week and limbs or organs such as eyes in a month.

Runner – You run with remarkable swiftness. Normally, you double your movement rates but you can do an all-out sprint at Speed Scale (2).

This is serious exertion, however, and you take 2 *lifeblood* of fatigue damage for each combat round you move at this rate.

Spines – Your back is covered in sharp spines. This not only provides the benefits of *Natural Armour – Soft* (see above) from behind, but anything striking you unarmed or trying to bite you from the rear suffers d3 + their own *strength* damage with each attack that hits you.

Any armour your attacker wears protects them as normal from this “self-inflicted” damage.

Spit Venom – You can spray a dose of your venom at the eyes of a victim up to 2 yards/metres away as a Tough (-2) ranged attack. If it hits, the victim will suffer pain, irritation, and potentially be blinded. See the *New Biological Hazards* table (pg. 30).

Note: Requires Venomous Weapon (Bite).

Stench Spray – You can spray a foul-smelling, nauseating fluid at an opponent up to 3 yards/metres away as a ranged attack. Victims struck must resist the stench spray as listed in the *New Biological Hazards* table (see pg. 30). Your body holds six doses of this spray and replenishes a dose every two days.

Note: Victims with *Poor Smell/Taste* are immune to this boon.

Swimmer – You are remarkably well-adapted to aquatic life. You can swim at your normal movement rates, receive a

bonus die on all swimming rolls, and can hold your breath for a number of minutes equal to your *strength* + 10.

If you are an amphibian with this boon, you can breathe underwater without restriction.

Toxic Skin – Your skin is constantly coated with a debilitating poison. Anyone licking or biting you is poisoned. You can also rub appropriate weapons such as darts on your skin, envenoming them. See the *New Biological Hazards* table on pg. 30.

Venomous Weapon – One of your natural weapons (typically a bite) delivers a dose of venom into your victim’s bloodstream if you cause damage with it, though you may choose to dry attack without the venom. Treat as Curare (see *Everywhen* pg. 68).

Alternatively, you can milk your venom into a suitable container for other uses. Your body produces three doses of venom daily.

Note: If you do not have a *Natural Weapons* boon (see above) your attack does 1 damage only plus the venom.

Winged Flier* – You can take to the air with wings, though you cannot use your hands normally while in flight. You soar at double your sprinting speed. Anthros with this boon have modified wings with manipulatory fingers on the leading edge, somewhat like some ancient species such as archaeopteryx. When the wings are folded, they can use them normally as hands or arms, but in flight this becomes impossible.

Manoeuvring in the air uses *agility* typically paired with *melee* or *defence* depending on the manoeuvre and its purpose. Hummingbirds with this boon can fly upside down, backwards, or sideways without difficulty.

New Biological Hazards

Hazard	Vector	Resistance	1st Incub.	1st Effect	2nd Incub.	2nd Effect
Spit Venom	Contact	Tough (-2) vs <i>strength</i>	Instant, lasting to end of combat/15 minutes	Success means victim suffers a penalty die on all actions involving mind, agility, and vision; failure also results in blindness until cleaned and treated	n/a	n/a
Stench Spray	Contact	Tough (-2) vs <i>strength</i>	Instant	Failure results in a penalty die on all actions lasting to end of combat/15 minutes. Success and Failure alike also result in a 1 die penalty to all social actions for 1d6 days or until the stench spray is thoroughly washed away.	n/a	n/a
Toxic Skin	Contact	Tough (-2) vs <i>strength</i>	Instant, lasting to end of combat/15 mins	Success means victim suffers a penalty die on actions involving mind and agility; failure results in the above and 1pt normal lifeblood damage per minute for 15 minutes	n/a	n/a

Gaining new species boons/flaws

Gaining new Species boons and flaws in play is entirely possible, whether explained as further mutation (natural or forced), biotech implants, using existing abilities in previously unknown or new ways, or that the anthro had the potential all along, but just never used it before.

Species flaws

Flaws marked with * count as three flaws in total.

Colour Blind – While typical colour blindness means not perceive certain frequencies of colour, in the case of this flaw it means that you perceive the world in shades of black and white. Identifying things by colour is impossible for you.

Inhuman – You are clearly not human. Until they get to know you, most humans will react to you with wariness or even fear, and you may even find yourself hunted as a monster or potential subject of investigation or experimentation. Roll a penalty die in

social interactions where the GM decides that being inhuman goes against you.

Note: in settings where all or most characters are anthros, or the setting is filled with all manner of strange-looking fantasy or alien species that barely elicit a second glance, this flaw is not appropriate.

Moist Skinned – You need to keep yourself moist, soaking in water or a very humid atmosphere for at least one hour per day. Failure to keep moist means that the anthro suffers 1 damage per hour (more in hot or arid conditions).

Plodding – You walk and run slowly. Halve your normal movement rate on land.

Poor Smell/Taste – You take a penalty die when trying to smell or taste something.

Quadrupedal* – You resemble a normal animal of your kind. You have no hands to speak of except maybe a prehensile limb if your species possesses such a thing, and walk on all fours constantly (or slither if you are a snake). This means that you cannot use any but the most basic human-style tools or weapons, cannot dress yourself, and likely rely on your mouth to grip and manipulate objects. Even in the uncommon cases where you can swat something with a paw, or grab it in your mouth, you suffer a penalty die to actually use it. On the upside, increase your basic movement rate by 4 metres/yards per round.

Note: You cannot purchase this species flaw alongside *All Thumbs* or *Semi-Bipedal*. Snakes of any kind and members of the Seal Template with this flaw, do not increase their movement rate.

Restricted Diet – Your physiology is only able to process certain foodstuffs for nourishment and eating others may make you very ill. Choose one: Carnivore, Frugivore, Hematophage, Herbivore, Insectivore, and Nectarivore.

Semi-Bipedal – You are not fully bipedal in form and always drop to all fours when moving at any pace faster than a slow walk. This means that you are unable to use or wield implements with your hands while running or sprinting.

Size Templates

Small

You are notably small, likely little more than a yard/metre in height.

Attributes:

Your *strength* starts at –1, your maximum *strength* is 4 rather than 5, and maximum starting *strength* is 2 rather than 3.

Your *agility*, *mind*, and *appeal* are normal.

Deduct 2 from your *Lifeblood* total.

Size flaws:

You must take this flaw:

Wrong Size – The world and the implements within it are sometimes difficult for you to use properly due to your unusual size. Some items have to be custom made or modified for you to use and may require a Credit Rating roll or appropriate invention. When your small size is a hindrance you suffer a penalty die.

Size boons:

You receive the following boon:

Small Places – Due to being small you can more easily hide and sneak. Gain a bonus die when attempting to remain undetected.

Note: You gain 2 extra boons from your Species Template and do not need to select balancing flaws for these.

Size matters!

The Species Templates note the typical Size Template that should be used when creating an anthro of that species. For example, anthro bats are Small, while anthro elephants are Large. This lends some verisimilitude to the various species. However, if it is agreed upon by the GM and fits the setting, anthro characters can be created by choosing any of the three Size Templates. In this way it's possible to have muscular, human-sized, motorcycle-riding alien mice or miniature psionic Don't Care Bears!

Medium

You are within human norms of height. While you have no size-specific advantages or disadvantages, you operate within a world sized for beings like you.

Attributes:

No changes.

Size flaws:

None.

Size boons:

None.

Note: Because being Medium-sized offers no benefits or hindrances, you do not modify your boon/flip selections in your Species Template.

Large

You are significantly larger than normal, probably around 3 yards/metres tall or immensely broad if shorter.

Attributes:

Your *strength* starts at 1, your maximum *strength* is 6 rather than 5, and your maximum starting *strength* is 4 rather than 3.

Add 3 to your *Lifeblood* total.

Your *mind* and *appeal* are normal.

Your *agility* starts at -1, your maximum *agility* is 4 rather than 5, and your maximum starting *agility* is 2 rather than 3.

Size flaws:

You must take this flaw:

Wrong Size – The world and the implements within it are sometimes difficult for you to use properly due to your unusual size. Some items have to be custom made or modified for you to use and may require a Credit Rating roll or appropriate invention. When your enormous size is a hindrance you suffer a penalty die.

Size boons:

You receive no size-related boons.

Note: Because being Large-sized offers a balance of benefits or hindrances, you do not modify your boon/flip selections in your Species Template.



Species Templates

In keeping with most modern anthro fiction, *Manimal* makes the assumption that all anthro characters are fully humanoid and bipedal, standing and running on two legs, using their uppermost limbs just like human arms and hands without problem, but that they have the heads of their animal species. However, it is possible to select Species flaws to create anthros that are less human, or take the Human-Like boon to create an anthro that resembles a human with animal-like traits.

Amphibians

Frog

Includes bullfrogs, common frogs, flying frogs, poison-dart frogs, toads, and tree frogs.

Typical size: Small

Species boons:

All/Common Frogs – *Advanced Hearing, Advanced Smell, Human-Like, Leaper, Prehensile Limb (Tongue), Swimmer*

Subspecies additions:

Flying Frog – *Climber, Glider*

Toad – *Burrower, Toxic Skin*

Tree Frog – *Climber*

Poison-Dart Frog – *Climber, Toxic Skin*

Species flaws:

All – *All Thumbs, Feels the Cold, Moist Skinned, Quadrupedal*, Restricted Diet (Carnivore or Insectivore), Semi-Bipedal*

Newt

Includes newts and salamanders.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like, Regeneration, Swimmer, Toxic Skin*

Species flaws:

All – *All Thumbs, Feels the Cold, Moist Skinned, Poor Eyesight, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Birds

Bird, Small

Includes blackbirds, finches, pigeons, robins, sparrows, swallows, thrushes, and other small birds.

Typical size: Small

Species boons:

All – *Advanced Vision, Glider, Human-Like, Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste, Restricted Diet (varies by species; some are omnivorous)*

Chicken

Includes chickens, grouse, partridges, pheasants, quails, and turkeys.

Typical size: Small

Species boons:

All – *Advanced Hearing*), *Advanced Vision*, *Glider*, *Human-Like*, *Natural Weapons (Beak, Claws, & Spurs)*, *Winged Flier**

Species flaws:

All – *All Thumbs*, *Poor Smell/Taste*

Crow

Includes crows, ravens, rooks, and magpies.

Typical size: Small

Species boons:

All – *Advanced Hearing*, *Advanced Vision*, *Glider*, *Human-Like*, *Natural Weapons (Beak & Claws)*, *Winged Flier**

Species flaws:

All – *All Thumbs*, *Poor Smell/Taste*

Duck

Includes ducks, geese, and swans.

Typical size: Small

Species boons:

All – *Advanced Vision*, *Glider*, *Human-Like*, *Swimmer*, *Winged Flier**

Species flaws:

All – *All Thumbs*, *Poor Smell/Taste*

Gull

Includes albatross, boobies, cormorants, gannets, grebes, and gulls.

Typical size: Small

Species boons:

All – *Advanced Vision*, *Glider*, *Human-Like*, *Natural Weapons (Beak)*, *Swimmer*, *Winged Flier**

Species flaws:

All – *All Thumbs*, *Poor Smell/Taste*

Subspecies additions:

Booby/Cormorant/Grebe – *Restricted Diet (Carnivore)*

Heron

Includes bitterns, egrets, and herons.

Typical size: Small

Species boons:

All – *Glider*, *Human-Like*, *Natural Weapons (Beak)*, *Stealthy*, *Winged Flier**

Species flaws:

All – *All Thumbs*, *Poor Smell/Taste*, *Restricted Diet (Carnivore)*

Hummingbird

Typical size: Small

Species boons:

All – *Advanced Hearing*, *Advanced Vision*, *Human-Like*, *Natural Weapons (Bill)*, *Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste, Restricted Diet (Nectarivore)*

Kingfisher

Typical size: Small

Species boons:

All – *Advanced Vision, Glider, Human-Like, Natural Weapons (Bill), Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste, Restricted Diet (Carnivore)*

Kiwi

Typical size: Small

Species boons:

All – *Advanced Smell*

Species flaws:

All – *All Thumbs, Poor Eyesight*

Lyrebird

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Vision, Glider, Human-Like, Mimic Sound, Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste*

Ostrich

Includes cassowaries, emus, ostriches, and rheas.

Typical size: Medium

Species boons:

All – *Advanced Hearing, Advanced Vision, Human-Like, Natural Weapons (Claws), Runner*

Species flaws:

All – *All Thumbs, Poor Smell/Taste*

Owl

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Vision, Glider, Human-Like, Natural Weapons (Beak & Talons), Night Sight, Stealthy, Winged Flier**

Species flaws:

All – *All Thumbs, Colour Blind, Poor Smell/Taste, Restricted Diet (Carnivore)*

Parrot

Includes budgerigars and other parakeets, cockatiels and cockatoos, lorikeets, and parrots such as macaws and the flightless kakapo.

Typical size: Small

Species boons:

All – *Advanced Vision, Glider, Human-Like, Natural Weapons (Beak & Claws), Winged Flier**

Subspecies changes:

Kakapo – Remove *Glider* and *Winged Flier*.
Add *Climber*

Species flaws:

All – *All Thumbs, Poor Smell/Taste*

Peafowl

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Vision, Glider, Human-Like, Natural Weapons (Beak, Claws, & Spurs), Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste*

Penguin

Typical size: Small

Species boons:

All – *Advanced Vision, Food Reserve, Human-Like, Natural Weapons (Beak), Night Sight, Swimmer*

Species flaws:

All – *All Thumbs, Plodding, Poor Smell/Taste, Restricted Diet (Carnivore)*

Raptor

Includes eagles, falcons, harriers, hawks, kestrels, and kites.

Typical size: Small

Species boons:

All – *Advanced Vision, Glider, Human-Like, Natural Weapons (Beak & Talons), Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste, Restricted Diet (Carnivore)*

Vulture

This also includes condors.

Typical size: Small

Species boons:

All – *Advanced Vision, Glider, Human-Like, Natural Weapons (Beak & Talons), Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste, Restricted Diet (Carnivore)*

Woodpecker

Typical size: Small

Species boons:

All – *Advanced Hearing, Glider, Human-Like, Jackhammer, Natural Weapons (Beak & Claws), Winged Flier**

Species flaws:

All – *All Thumbs, Poor Smell/Taste*

Mammals

Anteater

Includes aardvarks, anteaters, and tamandua.

Typical size: Small (Anteater and Tamandua), Medium (Aardvark)

Species boons:

All – *Advanced Smell, Human-Like, Natural Weapons (Claws)*

Subspecies additions:

Aardvark – *Advanced Hearing*

Tamandua – *Climber, Prehensile Limb (Tail)*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Insectivore), Semi-Bipedal*

Armadillo

Typical size: Small

Species boons:

All – *Advanced Smell, Burrower, Human-Like, Natural Armour - Soft, Natural Weapons (Claws), Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Insectivore), Semi-Bipedal*

Baboon

Includes baboons, drills, gelada, and mandrills.

Typical size: Small

Species boons:

All – *Climber, Human-Like, Natural Weapons (Teeth)*

Species flaws:

All – *All Thumbs, Colour Blind, Semi-Bipedal*

Badger

Includes badgers and honey badgers.

Typical size: Small

Species boons:

All – *Advanced Smell, Burrower, Human-Like, Natural Weapons (Claws & Teeth)*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Semi-Bipedal*

Bat

Includes all bats from bulldog bats to fruit bats, from pipistrelles to vampire bats.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Echolocation, Glider, Human-Like, Natural Weapons (Bite), Night Sight, Winged Flier**

Subspecies additions:

Disk-Winged Bat - *Climber*

Species flaws:

All – *All Thumbs, Colour Blind, Plodding, Poor Eyesight, Restricted Diet (varies by species), Semi-Bipedal*

Bear

Includes black and brown bears, pandas, polar bears, sloth bears, spectacled bears, and sun bears.

Typical size: Medium (Sloth and Sun Bears), Large (Other Bears)

Species boons:

All – *Advanced Smell, Human-Like, Natural Weapons (Bite & Claws), Night Sight*

Subspecies additions:

Sloth Bear/Sun Bear - *Climber*

Species flaws:

All – *All Thumbs, Colour Blind, Semi-Bipedal*

Beaver

Includes beavers, capybara, coypu, and muskrats.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Teeth), Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Restricted Diet (Herbivore), Semi-Bipedal*

Camel

Includes alpacas, Bactrian camels, dromedary camels, guanacos, llamas, and vicuña.

Typical size: Medium (Alpacas, Guanacos, Llamas, Vicuña), Large (Bactrians, Dromedaries)

Species boons:

All – *Advanced Smell, Human-Like*

Subspecies additions:

Bactrians/Dromedaries – *Food Reserve*

Other Camelids – *Advanced Hearing*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Canine

Includes coyotes, dogs, foxes, jackals, and wolves.

Typical size: Small or Medium (varies by species/breed)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Bite), Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Semi-Bipedal*

Cattle

Includes bison, domestic cows, muskoxen, water buffalo, and yaks.

Typical size: Large

Species boons:

All – *Advanced Hearing, Human-Like, Natural Weapons (Horns)*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Chinchilla

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Leaper, Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Semi-Bipedal*

Deer

Includes everything from elk to muntjacs, pronghorns to sable antelope.

Typical size: Any (varies by species)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Antlers/Horns), Night Sight, Runner*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Echidna

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Electoreception, Human-Like, Natural Weapons (Claws), Spines*

Species flaws:

All – *All Thumbs, Poor Eyesight, Quadrupedal*, Restricted Diet (Insectivore), Semi-Bipedal*

Elephant

Typical size: Large

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Armour – Soft, Natural Weapons (Tusks), Prehensile Limb (Trunk)*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Equine

Includes donkeys, horses, mules, ponies, and zebras.

Typical size: Any (varies by species/breed)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Hooves), Night Vision*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Feline

Includes caracals, cheetahs, domestic cats, jaguars, leopards, lions, lynxes, margays, ocelots, pumas, and tigers.

Typical size: Any (varies by species)

Species boons:

All – *Advanced Hearing, Advanced Smell, Climber, Human-Like, Natural Weapons (Bite & Claws), Night Sight, Stealthy*

Subspecies additions:

Cheetah – Runner

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Giraffe

Includes giraffes and okapi.

Typical size: Large

Species boons:

All – *Advanced Hearing, Advanced Vision, Human-Like*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Goat

Includes all wild and domestic varieties of goats, ibex, sheep and tahrs.

Typical size: Small or Medium (varies by breed/species)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Horns), Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Great Ape

Includes bonobos, chimpanzees, gorillas, and orangutans.

Typical size: Medium or Large (varies by species)

Species boons:

All – *Climber, Human-Like, Prehensile Feet*

Species flaws:

All – *Semi-Bipedal*

Ground Squirrel

Includes ground squirrels, marmots, prairie dogs, and woodchucks.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like*

Species flaws:

All – *All Thumbs, Colour Blind, Semi-Bipedal*

Guinea Pig

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Semi-Bipedal*

Hedgehog

Includes hedgehogs such as the African, desert, and long-eared hedgehog, and spined tenrecs such as common, streaked, and hedgehog tenrecs.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Spines*

Subspecies additions:

Hedgehog – *Poison Resistance*

Tenrec – *Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Semi-Bipedal*

Hippopotamus

Typical size: Medium (Pygmy) or Large

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Armour - Soft, Natural Weapons (Teeth), Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Moist Skinned, Poor Eyesight, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Hyena

Includes aardwolves and hyenas.

Typical size: Small (Aardwolf), Medium (Hyena)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Bite), Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Carnivore for Hyenas, Insectivore for Aardwolves), Semi-Bipedal*

Kangaroo

Includes kangaroos, wallabies, and wallaroos.

Typical size: Small or Medium (varies by species)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Leaper, Natural Weapons (Claws)*

Species flaws:

All – *All Thumbs, Restricted Diet (Herbivore), Semi-Bipedal*

Koala

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Climber, Human-Like, Natural Weapons (Claws), Poison Resistance*

Species flaws:

All – *All Thumbs, Poor Eyesight, Restricted Diet (Herbivore), Semi-Bipedal*

Lemur

Includes aye-ayes and lemurs.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Climber, Human-Like, Leaper, Natural Weapons (Claws), Prehensile Feet, Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Semi-Bipedal*

Meerkat

Includes meerkats and mongoose.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Claws & Teeth)*

Species flaws:

All – *All Thumbs, Colour Blind, Restricted Diet (Carnivore), Semi-Bipedal*

Mole

Includes golden moles and true moles.

Typical size: Small

Species boons:

All – *Advanced Smell, Burrower, Blind Combat, Human-Like, Natural Weapons (Claws), Venomous Weapon (Bite)*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Poor Hearing, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Mole-Rat

Typical size: Small

Species boons:

All – *Advanced Smell, Burrower, Blind Combat, Human-Like, Natural Weapons (Bite), Pain Immunity, Regeneration*

Species flaws:

All – *All Thumbs, Colour Blind, Feels the Cold, Poor Eyesight, Poor Hearing, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Monkey

Includes most New World and Old World monkeys including capuchins, colobus, howlers, langurs, macaques, marmosets, sakis, spider, and squirrel monkeys among others.

Typical size: Small

Species boons:

All – *Climber, Human-Like, Leaper, Prehensile Feet, Prehensile Limb (Tail)*

Species flaws:

All – *Semi-Bipedal*

Otter

Typical size: Small, Medium (Giant River Otters)

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Bite), Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Restricted Diet (Carnivore), Semi-Bipedal*

Pangolin

Typical size: Small

Species boons:

All – *Advanced Smell, Burrower, Human-Like, Natural Armour - Soft, Natural Weapons (Claws), Prehensile Limb (Tail), Stench Spray*

Subspecies additions:

Tree Pangolin – *Climber*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Restricted Diet (Insectivore), Semi-Bipedal*

Pig

Includes babirusas, various farm breeds, pet breeds such as teacup pigs and Vietnamese potbellied pigs, peccaries, warthogs, and wild boars.

Typical size: Any (varies by species or breed)

Species boons:

All – *Advanced Smell, Human-Like, Natural Weapons (Tusks), Night Vision*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Semi-Bipedal*

Platypus

Typical size: Small

Species boons:

All – *Burrower, Human-Like, Electroreception, Natural Weapons (Foot*

Spurs), Venomous Weapon (Foot Spurs), Swimmer

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Porcupine

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Spines*

Subspecies additions:

Hairy Dwarf Porcupine – *Climber, Prehensile Limb (Tail)*

North American Porcupine – *Climber*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Semi-Bipedal*

Possum

Includes such marsupials as cuscus, possums, sugar gliders, squirrel gliders, Virginia opossums, and yapok.

Typical size: Small

Species boons:

All – *Advanced Smell, Climber, Human-Like, Night Sight, Prehensile Feet, Prehensile Limb (Tail)*

Subspecies additions:

Gliding Possums – *Glider*

Virginia Opossum – *Poison Resistance*

Yapok – *Swimmer*

Species flaws:

All – *Poor Eyesight, Poor Hearing, Semi-Bipedal*

Rabbit

Includes hares, jackrabbits, and rabbits.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like, Leaper*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Restricted Diet (Herbivore), Semi-Bipedal*

Raccoon

Includes raccoons and red pandas.

Typical size: Small

Species boons:

All – *Advanced Hearing, Climber, Human-Like, Natural Weapons (Claws), Night Sight*

Species flaws:

All – *Colour Blind, Semi-Bipedal*

Rhinoceros

Typical size: Large

Species boons:

All – Advanced Hearing, Advanced Smell, Human-Like, Natural Armour – Soft, Natural Weapons (Horns)

Species flaws:

All – All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal

Rodent, Small

Includes agouti, gerbils, hamsters, kangaroo rats, mice, pacas, and rats.

Typical size: Small

Species boons:

All – Advanced Hearing, Advanced Smell, Human-Like, Leaper, Night Sight, Stealthy

Subspecies additions:

Paca – Swimmer

Species flaws:

All – All Thumbs, Colour Blind, Poor Eyesight, Semi-Bipedal



Subspecies additions:

Agouti – Restricted Diet (Herbivore)

Seal

Includes common seals, elephant seals, fur seals, leopard seals, sea lions, and walrus.

Typical size:

Any (varies by species)

Species boons:

All – Advanced Smell, Human-Like, Natural Weapons (Bite or Tusks), Night Sight, Swimmer

Subspecies additions:

Elephant Seal/Walrus – Natural Armour – Soft

Species flaws:

All – All Thumbs, Colour Blind, Plodding, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal

Shrew

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like, Leaper, Natural Weapons (Bite), Night Sight, Stealthy*

Subspecies additions:

Eurasian Shrew – *Echolocation*

Short-Tailed Shrew – *Echolocation, Venomous Weapon (Bite)*

Water Shrew – *Swimmer, Venomous Weapon (Bite)*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Skunk

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like, Natural Weapons (Claws), Stench Spray*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Semi-Bipedal*

Sloth

Typical size: Small

Species boons:

All – *Advanced Smell, Climber, Human-Like, Natural Weapons (Claws), Prehensile Feet, Swimmer[!]*

Species flaws:

All – *All Thumbs, Plodding, Poor Eyesight, Poor Hearing, Semi-Bipedal, Slow to Act*

[!] - *This really isn't an error; natural sloths can swim far faster than they normally move and can hold their breath for up to 15 minutes!*

Squirrel

Includes flying squirrels and squirrels.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Climber, Human-Like, Leaper, Natural Weapons (Claws)*

Subspecies additions:

Flying Squirrel – *Glider, Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Semi-Bipedal*

Tasmanian Devil

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like, Natural Weapons (Teeth), Night Sight*

Species flaws:

All – *All Thumbs, Colour Blind, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Weasel

Includes ferrets, fishers, minks, pine martens, polecats, sables, stoats, weasels, wolverines, and zorillas.

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Human-Like, Natural Weapons (Claws & Teeth)*

Subspecies additions:

Mink – *Swimmer*

Pine Marten – *Climber*

Polecat/Striped Weasel/Zorilla – *Stench Spray*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Wombat

Typical size: Small

Species boons:

All – *Advanced Hearing, Advanced Smell, Burrower, Human-Like, Natural Weapons (Claws)*

Species flaws:

All – *All Thumbs, Colour Blind, Poor Eyesight, Quadrupedal*, Restricted Diet (Herbivore), Semi-Bipedal*

Reptiles

Chameleon

Typical size: Small

Species boons:

All – *Chameleon, Climber, Human-Like, Natural Weapons (Claws; some also have Horns), Prehensile Feet, Prehensile Limbs (Tail & Tongue)*

Species flaws:

All – *All Thumbs, Feels the Cold, Poor Hearing, Poor Smell/Taste, Restricted Diet (Insectivore), Semi-Bipedal*

Beaded Lizard

Includes the beaded lizard and gila monster.

Typical size: Small

Species boons:

All – *Advanced Smell, Climber, Food Reservoir, Human-Like, Natural Armour - Soft, Natural Weapons (Claws & Bite), Venomous Weapon (Bite)*

Species flaws:

All – *All Thumbs, Feels the Cold, Poor Eyesight, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Crocodile

Includes alligators, caiman, crocodiles, and gharials.

Typical size: Medium or Large (varies by species)

Species boons:

All – *Advanced Smell, Human-Like, Natural Armour – Soft, Natural Weapons (Bite & Claws), Night Sight, Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Feels the Cold, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Gecko

Typical size: Small

Species boons:

All – *Advanced Smell, Climber, Human-Like, Night Sight, Prehensile Feet, Regeneration*

Subspecies additions:

Kuhl's Flying Gecko – *Glider*

Species flaws:

All – *All Thumbs, Feels the Cold, Restricted Diet (Insectivore), Semi-Bipedal*

Horned Lizard

Includes horned lizards and the thorny devil.

Typical size: Small

Species boons:

All – *Advanced Smell, Human-Like, Natural Armour – Soft, Natural Weapons (Claws & Horns), Spines*

Subspecies additions:

Horned Lizard – *Stench Spray* (actually rank blood)

Thorny Devil – *Moisture Gathering*

Species flaws:

All – *All Thumbs, Feels the Cold, Quadrupedal*, Restricted Diet (Insectivore), Semi-Bipedal*

Lizard, Small

Includes bearded dragons, common lizards, flying dragons, frill-necked lizards, iguanas, and skinks.

Typical size: Small

Species boons:

All – *Advanced Smell, Climber, Human-Like, Natural Weapons (Claws)*

Subspecies additions:

Flying Dragon – *Glider*

Marine Iguana – *Swimmer*

Species flaws:

All – *All Thumbs, Feels the Cold, Quadrupedal*, Restricted Diet (Insectivore for most, Herbivore for Iguanas; Bearded Dragons are omnivores and do not have this flaw), Semi-Bipedal*

Monitor Lizard

Includes goannas, komodo dragons, monitors, and perenties.

Typical size: Any (varies by species)

Species boons:

All – *Advanced Smell, Human-Like, Natural Weapons (Claws & Bite), Venomous Weapon (Bite)*

Subspecies additions:

Crocodile Monitor/Emerald Tree

Monitor – *Climber, Prehensile Limb (Tail)*

Lace Goanna – *Climber*

Nile Monitor/Water Monitor – *Swimmer*

Species flaws:

All – *All Thumbs, Feels the Cold, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal*

Snake, Constrictor

Includes anacondas, boas, and pythons.

Typical size: Any (varies by species)

Species boons:

All – *Advanced Smell, Climber, Human-Like, Natural Weapons (Bite), Night Sight (Infrared), Prehensile Limb (Tail), Stealthy, Swimmer*

Species flaws:

All – *All Thumbs, Colour Blind, Feels the Cold, Poor Hearing, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal (has no legs and slithers low to the ground like a normal snake)*

Note: You can decide if your anthro snake grows legs or simply lifts up its front and uses its long, legless tail to slither.

Snake, Non-Venomous

Includes any non-venomous, non-constricting species such as corn snakes, flying snakes, and kingsnakes.

Typical size: Any (varies by species)

Species boons:

All – *Advanced Smell, Climber, Human-Like, Natural Weapons (Bite), Night Sight (Infrared), Prehensile Limb (Tail), Stealthy*

Subspecies additions:

Golden Flying Snake – *Glider*

Species flaws:

All – *All Thumbs, Colour Blind, Feels the Cold, Poor Hearing, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal (has no legs and slithers low to the ground like a normal snake)*

Note: You can decide if your anthro snake grows legs or simply lifts up its front and uses its long, legless tail to slither.

Snake, Venomous

Includes any venomous, non-constricting species such as adders, black mambas, boomslangs, cobras, rattlesnakes, sidewinders, and vipers.

Typical size: Any (varies by species)

Species boons:

All – *Advanced Smell, Human-Like, Natural Weapons (Bite), Night Sight (Infrared), Prehensile Limb (Tail), Stealthy, Venomous Weapon (Bite)*

Subspecies additions:

Boomslang – *Climber*

Spitting Cobra – *Spit Venom*

Species flaws:

All – *All Thumbs, Colour Blind, Feels the Cold, Poor Hearing, Quadrupedal*, Restricted Diet (Carnivore), Semi-Bipedal (has no legs and slithers low to the ground like a normal snake)*

Note: You can decide if your anthro snake grows legs or simply lifts up its front and uses its long, legless tail to slither.

Tortoise/Turtle, Land

Includes box turtles, and various tortoise species such as Desert Tortoise and Galapagos Tortoise.

Typical size: Any (varies by species)

Species boons:

All – *Human-Like, Natural Armour - Hard*, Natural Weapons (Beak), Night Sight*

Subspecies additions:

Desert Tortoise/Gopher Tortoise – *Burrower*

Species flaws:

All – *All Thumbs, Feels the Cold, Plodding, Poor Hearing, Quadrupedal*, Restricted Diet (Herbivore for tortoises; box turtles are omnivores), Semi-Bipedal*

Turtle, Water

Includes pond and river turtles, sea turtles, snapping turtles, and terrapins.

Typical size: Any (varies by species)

Species boons:

All – *Human-Like, Natural Armour – Hard*, Natural Weapons (Beak), Night Sight, Swimmer*

Species flaws:

All – *All Thumbs, Feels the Cold, Plodding, Poor Hearing, Quadrupedal*, Restricted Diet (Carnivore; Herbivore for Asian Pond Turtles and Green Sea Turtles), Semi-Bipedal*

Appendix

Two-Gun Fighting

Combatants sometimes carry more than one handgun, but generally do so to have a backup weapon loaded and ready. Two-gun shooters occasionally appear, however. This approach requires pistol-sized firearms (a sub machinegun or sawed-off shotgun is also possible, but double the Recoil value in addition to other penalties).

Use the same rules for two-weapon fighting as per *Everywhen*, pg. 40.

- Firing at a single target entails a -1 to the attack roll, but increases damage by one step.
- Firing at two different targets entails a -2 penalty to both attack rolls (this can be offset by the *Two Gun Mojo* boon). Aiming is not possible.

A Calamitous Failure while shooting two guns is especially dangerous. Roll d6: on a 1-3 you hit an unintended target, 4-6 you hit yourself.

Random Animal Species

While it is entirely fine to select a desired Species Template, many players simply default to their favourite animal or whatever commonly known animals they think are particularly awesome. This means that a lot of exotic and lesser known species can be overlooked. It also means that unusual and fun combinations can be missed completely. How many people, when creating a mutant animal ninja, would've decided upon a terrapin?

It can be exciting to simply roll for a Species Template and then make the most of what that particular species has to offer, even if it is playing against type. There's no reason a guinea pig can't be a cigar-chomping, shotgun-wielding bruiser with a steely-eyed squint that would make Clint Eastwood proud!

The best approach is to create a list of the species found in the geographical area most of your adventures will be set (whether that's a nation, region, or city) and roll randomly on it. Alternatively, create a list of suitable species or breeds based upon the reasons the anthros were created, so those focused on law enforcement might be various dog breeds, for example.

On the next page are two example lists to get you started.

Common Urban Animals

In most cities in Western Europe and North America, certain animals - wild and feral - are almost ubiquitous. In such settings, they are therefore those most likely to end up mutated.

To determine a random animal, roll a d6, followed by another d6 - so for example, a 2 and a 4 would give a crow.

d6, d6 Roll	Species Template	Animal
1-3, 1	Bird, Small	European Starling, House Sparrow, Rock Pigeon
1-3, 2	Canine	Feral Domestic Dog, Red Fox
1-3, 3	Chicken	Feral Chicken
1-3, 4	Crow	American Crow, Carrion Crow
1-3, 5	Duck	Mallard
1-3, 6	Feline	Feral Domestic Cat
4-6, 1	Frog	Varies by locale
4-6, 2	Gull	Common Gull, Kelp Gull, Kittiwake
4-6, 3	Rabbit	Cottontail, European Rabbit
4-6, 4	Raptor	Varies by locale
4-6, 5	Rodent, Small	Black Rat, House Mouse
4-6, 6	Squirrel	Grey Squirrel

Laboratory Animals

These are typically the first animals to be experimented upon, and so are among those most commonly modified.

d6, d6 Roll	Species Template	Animal
1-3, 1	Canine	Domestic Dog, esp. Beagles
1-3, 2	Feline	Domestic Cat
1-3, 3	Frog	Bullfrog, Cane Toad
1-3, 4	Goat	Farm Sheep
1-3, 5	Great Ape	Chimpanzee
1-3, 6	Guinea Pig	Guinea Pig
4-6, 1	Monkey	Capuchin, Rhesus Macaque, Squirrel Monkey
4-6, 2	Pig	Domestic Pig
4-6, 3	Rabbit	Domestic Rabbit
4-6, 4	Rodent, Small	Domestic Hamster
4-6, 5	Rodent, Small	Domestic Mouse, various Laboratory Breeds
4-6, 6	Rodent, Small	Domestic Rat, various Laboratory Breeds

Typical Rabble & Toughs

The following Rabble and Tough entries cover many of the sorts of opponents anthro characters will face in their adventures. Rival-level NPCs, such as evil genetic scientists, ruthless ninja clan leaders, vicious rival anthros, psionic alien warlords, and scar-faced gang leaders, should all be individually created as suits the campaign.

Aliens

Aliens from space, other dimensions, or the Hollow Earth, may resemble anthro animals such as humanoid Tyrannosaurs, classical "Greys", or something completely inhuman and bizarre such as a fungal-insectoid hybrid from Pluto or a fleshy pink blob piloting a humanoid robotic exoskeleton. All wield advanced weaponry.

Blobby Robot (with Blobby pilot), Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Crewman,
Agility 0	Melee 0	Scientist or
Mind 0	Ranged 0	Soldier 1
Appeal -1	Defence 0	
Lifeblood 3	Attack laser rifle d3 electro prod d3 unarmed 1 point	
	Protection none	
Boons	-	
Flaws	-	

Blobby Robot (with Blobby pilot), Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Two of
Agility 0	Melee 0	Crewman 1,
Mind 0	Ranged 1	Scientist 1,
Appeal 0	Defence 0	Soldier 1
Lifeblood 6	Attack laser rifle d6	
Resolve 5	electro prod d6+	
	Protection medium armour d6-3 (robotic exoskeleton)	
Boons	-	
Flaws	-	

Blobby Pilot (outside robot), Rabble

Attributes	Combat	Careers
Strength -1	Initiative 0	Crewman,
Agility -1	Melee 0	Scientist or
Mind 0	Ranged 0	Soldier 1
Appeal -1	Defence 0	
Lifeblood 1	Attack bite 1 point	
	Protection none	
Boons	-	
Flaws	Defenceless	

Blobby Pilot (outside robot), Tough

Attributes	Combat	Careers
Strength 0	Initiative 0	Two of
Agility -1	Melee 0	Crewman 1,
Mind 0	Ranged 0	Scientist 1,
Appeal 0	Defence 0	Soldier 1
Lifeblood 5	Attack bite d3	
Resolve 5	Protection none	
Boons	-	
Flaws	Defenceless	

Fungal Insectoid, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Crewman,
Agility 0	Melee 0	Scientist or
Mind 1	Ranged 0	Soldier 1
Appeal -1	Defence 0	
Lifeblood 2	Attack	lightning rifle d3 pincers d3
	Protection	none
Boons	-	
Flaws	-	

Grey, Tough

Attributes	Combat	Careers
Strength -1	Initiative 0	Crewman 1
Agility 0	Melee 0	Scientist 1
Mind 1	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 4	Attack	laser rifle d6 rifle butt d3-1
Resolve 6	Protection	none
Boons	-	
Flaws	-	

Fungal Insectoid, Tough

Attributes	Combat	Careers
Strength 0	Initiative 0	Two of
Agility 0	Melee 0	Crewman 1,
Mind 2	Ranged 1	Scientist 1,
Appeal -1	Defence 0	Soldier 1
Lifeblood 5	Attack	lightning rifle d6 pincers d6
Resolve 7	Protection	light armour d6-3 (concealed vest)
Boons	-	
Flaws	-	

Tyrannosauroid, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Crewman or
Agility 0	Melee 0	Soldier 1
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 3	Attack	laser rifle d3 bite d3
	Protection	none
Boons	-	
Flaws	-	

Grey, Rabble

Attributes	Combat	Careers
Strength -1	Initiative 0	Crewman or
Agility 0	Melee 0	Scientist 1
Mind 1	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 1	Attack	laser rifle d3 rifle butt 1 point
	Protection	none
Boons	-	
Flaws	-	

Tyrannosauroid, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Crewman 1
Agility 0	Melee 1	Soldier 1
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6	Attack	laser rifle d6 bite d6+1
Resolve 5	Protection	none
Boons	-	
Flaws	-	

Ashigaru

These are the common foot soldiers of feudal Japan. They are lightly armoured and armed with yari spears, bows or muskets, and a wakizashi.

Ashigaru, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Samurai 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 2	Attack yari spear d3 wakizashi d3 bow or musket d3 Protection none	
Boons	-	
Flaws	-	

Ashigaru, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Samurai 2
Agility 1	Melee 1	
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6 Resolve 6	Attack yari spear d6+1 wakizashi d6+1 bow d6H or musket d6 Protection ashigaru armour (medium) d6-3	
Boons	-	
Flaws	-	

Bodyguards

Whether guarding VIPs, criminal masterminds, or celebrities, they use concealed weapons and aren't afraid to get their hands dirty.

Bodyguard, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Bodyguard 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 2	Attack semi-auto pistol d3 baton d3 (fatigue) unarmed 1 (fatigue) Protection none	
Boons	-	
Flaws	-	

Bodyguard, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Bodyguard 2
Agility 0	Melee 1	
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6 Resolve 5	Attack SMG or pistol d6 baton d6L+1 (fatigue) unarmed d3+1 (fatigue) Protection light armour d6-3 (concealed vest)	
Boons	-	
Flaws	-	

Anthro rabble and toughs

Creating anthro versions of these Rabble and Tough entries is simple:

Rabble – just describe any attacks appropriately if using natural weapons (though they still only do d3 damage), and give them a single appropriate mode of movement such as burrowing, climbing, gliding, winged flight, running, or swimming if their Species Template provides such an option.

Toughs – give them two Species boons appropriate to their Template, and a third if they also take an appropriate Species flaw.

Bounty Hunters

Whether employed by mundane concerns such as national governments, local law enforcement, criminal enterprises, or intergalactic forces, bounty hunters track down their quarry relentlessly. Depending on their employer, they may be tasked with bringing in their target dead or alive.

Bounty Hunter, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Bounty Hunter 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 3	Attack pistol d3 or plasma pistol d3 baton d3 (fatigue) Protection none	
Boons	-	
Flaws	-	

Bounty Hunter, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Bounty Hunter 2
Agility 0	Melee 1	
Mind 1	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6	Attack shotgun d6 or plasma rifle d6H baton d6L+1 (fatigue) Protection light armour d6-3 (concealed vest), or medium armour (alien battle) d6-2	
Resolve 6		
Boons	-	
Flaws	-	

Cops/Security Guards

Cops serve to enforce the law of their homeland or home planet. Most serve scrupulously, but some enforce tyrannical laws or may be corrupt, serving criminal interests for their own financial gain. This entry also covers private security guards.

Cop, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Cop 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 2	Attack	revolver d3 or stunner d3 (fatigue) baton d3 (fatigue)
	Protection	none
Boons	-	
Flaws	-	

Cop, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Cop 2
Agility 0	Melee 1	
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6	Attack	revolver d6 or stunner d6 (fatigue) baton d6L+1 (fatigue)
Resolve 5	Protection	stab vest d6-3
Boons	-	
Flaws	-	

Gang Members

Two-bit street thugs, Mafia enforcers, biker gang members, all are criminals who are all too willing to resort to violence to further the aims of their gang.

Gang Member, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Ganger 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 2	Attack	semi-auto pistol d3 baseball bat /dagger d3
	Protection	none
Boons	-	
Flaws	-	

Gang Member, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Ganger 2
Agility 0	Melee 1	
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6	Attack	SMG/shotgun d6 baseball bat /dagger d6L+1
Resolve 5	Protection	leathers d6-3 (bikers only)
Boons	-	
Flaws	-	

Martial Artists

Rival martial artists may be honourable, misguided, or villainous, and fight to further their own aims, those of their master, or work towards the goals of whoever employs them.

Martial Artist, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Martial Artist 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 2	Attack weapon d3 unarmed 1 (fatigue)	
	Protection none	
Boons	-	
Flaws	-	

Martial Artist, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Martial Artist 2
Agility 1	Melee 2	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 6	Attack weapon d6L+1	
Resolve 5	unarmed d3+1 (fatigue)	
	Protection none	
Boons	-	
Flaws	-	

Ninjas

Ninjas may be honourable shadow warriors or villainous assassins. Some are highly traditional, only employing those tools and weapons established centuries ago, while others may adopt the use of modern weapons and implements such as firearms and lock release guns.

Ninja, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Ninja 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 2	Attack sword d3 shuriken d3 unarmed 1 (fatigue)	
	Protection none	
Boons	-	
Flaws	-	

Ninja, Tough

Attributes	Combat	Careers
Strength 0	Initiative 0	Ninja 2
Agility 1	Melee 1	
Mind 0	Ranged 0	
Appeal 0	Defence 1	
Lifeblood 5	Attack sword d6L	
Resolve 5	shuriken d6L	
	unarmed d3 (fatigue)	
	Protection none	
Boons	-	
Flaws	-	

Pirates

Modern pirates are not the flamboyant characters of yore, but rather attack vessels from speedboats and other fast ships, brandishing firearms to steal cargo or kidnap people for ransom.

Pirate, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Crewman 1
Agility 0	Melee 1	
Mind 0	Ranged 0	
Appeal 0	Defence 1	
Lifeblood 2	Attack SMG/shotgun d3 dagger d3 unarmed 1 (fatigue) Protection none	
Boons	-	
Flaws	-	

Pirate, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Crewman 2
Agility 0	Melee 1	
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6 Resolve 5	Attack SMG/shotgun d6 machete d6+1 unarmed d3+1 (fatigue) Protection none	
Boons	-	
Flaws	-	

Soldiers/Mercenaries/SWAT

Soldiers include the serving forces of a nation or planet, as well as mercenaries working for whatever nation or private concern will pay them well. This also includes members of SWAT teams serving as law enforcement.

Soldier, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Solder 1 or SWAT 1
Agility 0	Melee 0	
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 3	Attack assault/ plasma rifle, dagger/baton d3 Protection none	
Boons	-	
Flaws	-	

Soldier, Tough

Attributes	Combat	Careers
Strength 1	Initiative 0	Soldier 2 or SWAT 2
Agility 0	Melee 1	
Mind 0	Ranged 1	
Appeal 0	Defence 0	
Lifeblood 6 Resolve 5	Attack assault/plasma rifle d6H dagger/baton d3 unarmed d3 (fatigue) Protection combat armour d6-2	
Boons	-	
Flaws	-	

Sorcerous Apprentices/Cultists

Working at the behest of the master or order that trains them, sorcerous apprentices may be virtuous or vile. This also includes fanatical cultists devoted to esoteric organizations or deities ancient or alien.

Apprentice, Rabble

Attributes	Combat	Careers
Strength 0	Initiative 0	Sorcerer 1
Agility 0	Melee 1	
Mind 0	Ranged 0	
Appeal 0	Defence 1	
Lifeblood 1	Attack	dagger d3
Arcane		unarmed 1
Power 3		(fatigue)
	Protection	none
Boons	-	
Flaws	Fanatic	

Apprentice, Tough

Attributes	Combat	Careers
Strength 0	Initiative 0	Sorcerer 2
Agility 0	Melee 0	
Mind 1	Ranged 0	
Appeal 1	Defence 0	
Lifeblood 5	Attack	dagger d6L
Resolve 5		unarmed d3
Arcane		(fatigue)
Power 5	Protection	none
Boons	-	
Flaws	Fanatic	

Manimals in films, TV and comics

While there are many examples of stories with talking animals, those listed below show animals operating in a recognisable civilization.

- *The Aristocats* (1970), Walt Disney Animation Studios
- *Robin Hood* (1972), Walt Disney Animation Studios.
- *DuckTales: The Movie* (1990), Walt Disney Animation Studios.
- *A Bug's Life* (1998), Walt Disney Animation Studios.
- *Antz* (1998), DreamWorks Animation.
- *Zootropolis* (2016), Walt Disney Animation Studios.
- *Teenage Mutant Ninja Turtles* – many films, TV shows, comics from various studios and publishers, originally by Mirage Studios in 1984.
- *Kung Fu Panda* (2008), DreamWorks/Paramount.

Particular characters can be called out who either operate as manimals in a human world, or in an entirely 'anthro' setting:

- *Usagi Yojimbo* – comics by Stan Sakai since 1984.
- *Dr. Dinosaur* from the *Atomic Robo* comics (2007 onwards), IDW Publishing.
- *Rocket Raccoon* from *Guardians of the Galaxy* (2014), Marvel Studios, and numerous comics.

- *Bucky O'Hare* from Continuity Comics, *Bucky O'Hare and the Toad Wars* animated TV show, etc.
- *Detective Chimp*, *King Shark* and *Gorilla Grodd* from DC Comics.

And of course:

- *Manimal* (1983), 20th Century Fox Television) -although to be picky, Jonathon Chase is a shape-shifter!