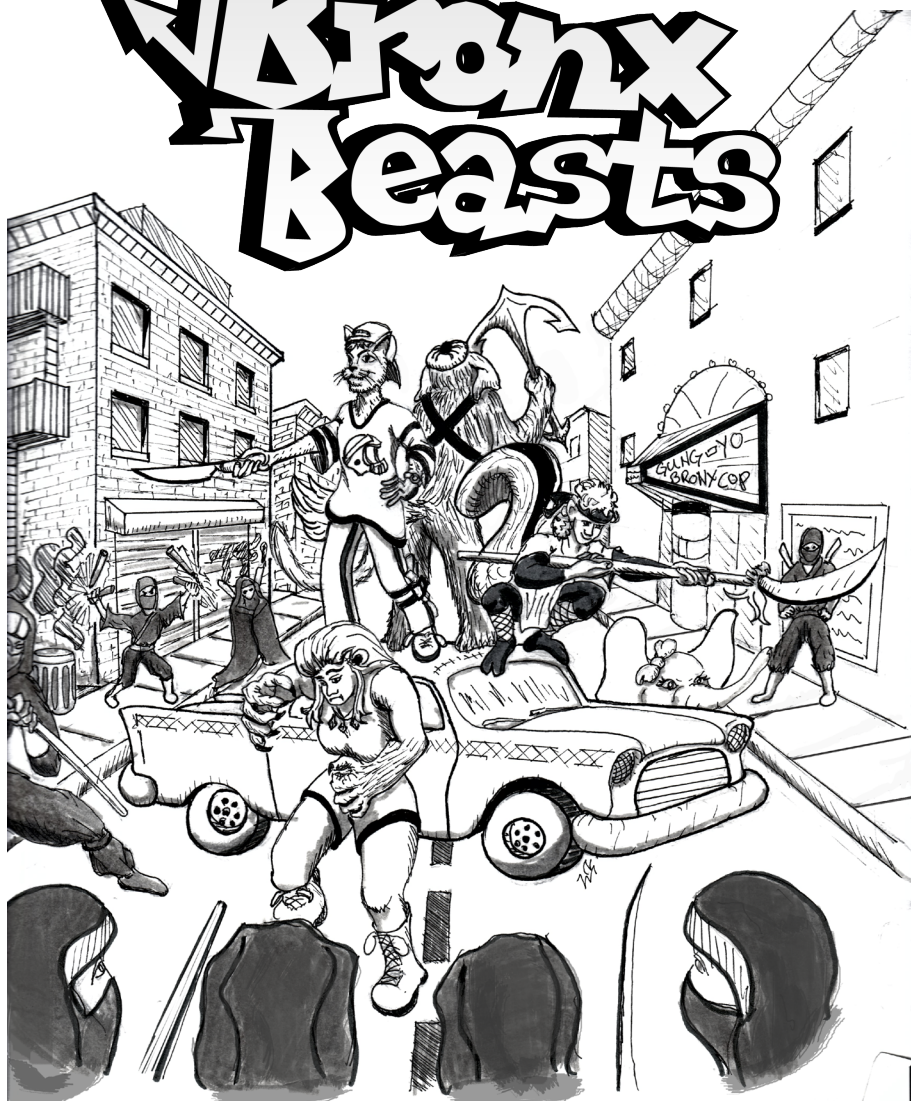


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Bronx Beasts



MUTANT ANIMAL ROLEPLAYING
VOLUME 1: GAME RULES

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BRONX BEASTS

Bronx Beasts is a game of wild 1980's action featuring rules for generating and playing bizarre mutant animal characters, simply referred to as "Beasts" in this book, allowing players to adventure in worlds inspired by the Teenage Mutant Ninja Turtles, Adolescent Radioactive Black Belt Hamsters, and Pre-Teen Dirty-Gene Kung Fu Kangaroos. The rules can also be easily adjusted out of the 1980's to provide rules for adventures in the vein of Usagi Yojimo, Bucky O'Hare, Tank Girl, Albedo Anthropomorphics, The Unbeatable Squirrel Girl, Murder Falcon, and other settings featuring bestial heroes.

Efforts have been made to encourage characters to think and act like the Beasts they truly are, including game mechanics directly focused on these behaviors. Extensive effort has been made to allow for the generation of strange and wonderful Beast characters with unique physiques and abilities, while keeping the character generation tedium to a minimum and provide players with a small amount of agency to tweak their Beast to fit their whims.

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Special thanks to Michael Curtis, Brendan
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Dedicated in loving memory of Paneer the cat

CHARACTER CREATION

Character Creation Steps

1. Roll Attributes - 3d6 for each
2. Roll Beast Origin (page 3)
3. Roll Beast Type (page 15)
4. Roll Beast Form (page 21)
5. Roll and Spend Evolution Points (page 25)
6. Roll Lucky Sign (page 31)
7. Fill in the Blanks (page 33)

FOUR COLOR COMIC VARIANT RULES

If the Judge wants a more heroic feel to their game, they may consider the following variations:

Attribute Swap - After determining a Beast's Type and Origin, the player may swap one attribute with any other so they are more in line with their Beast Type and Origin. This can be done only once.

Generous Hit Points - Rather than having players roll their Hit Points at level 0, give them the maximum allowed for, then reroll any '1' results when gaining extra Hit Points when the PC gains a new experience level.

Minimum of +1 for Lucky Sign - Regardless of your Luck Score Modifier, you always get a minimum of a +1 bonus to your Lucky Sign rolls.

BEAST ORIGIN



Beast Origin determines your Beast's background and experience with humanity and the world around them. While providing no game mechanic rules, this should be used to inform your Beast's life experience, expertises, and world view.

Roll 1d6, if a 1 is rolled, the Beast is a random mutation and consults the Random Mutation Experience table to determine their Origin Experience. Otherwise, the PC is a product of deliberate experimentation and consults the Deliberate Experiment Origin table on page 6.

Random Mutation Experience Table

d8 Result Description

1	You live under a bridge and every day local children throw rocks at you. You have no education, can barely understand the local language, and are terrified of all humans.
2	You were discovered by cultists that believe that Prince is the antichrist and that the world will end in 1999. Despite their weird beliefs, they have provided you with a basic, if skewed, education. You have never met other humans outside of the cult, and they shun all forms of mass media. There are only 12 years left!
3	You were found by a dirty hobo, who adopted you and cared for you for several years before senility drove him into "retirement." Everything you know was taught to you by a homeless man with questionable sanity and a drinking problem. You have terrible hygiene.
4	You have fallen in with a rabble of counter-culture youths, and have gleaned the bulk of your education from them. You are excellent at swearing, tagging walls, and regurgitating the group's counter-culture ideals. You dress and talk like them, as this subculture is literally all you know. All humans outside your subculture are referred to as "the Man" and are to be reviled.

5	You have managed to pass yourself as a mere animal to a peculiar rural family, who cared for you without ever realizing your true nature and capabilities. You are poorly educated at best, and understand the local language but have difficulty speaking it due to lack of practice. You recently blew your cover with this family, and are now hunted by them. Your opinion of humans is pretty low.
6	You have been adopted by an eccentric but wealthy benefactor who recognized your uniqueness. You have lived a life of comfortable seclusion since. Your benefactor has educated you and cared for you, and you are very fond of them in spite of a change in your life that has moved you on from this comfortable situation. You know some humans are kind and generous, and are quite socially naive.
7	You were adopted by a disgraced martial arts master, now living in exile on the streets. You are well versed in Eastern philosophy, are fluent in the master's native language, speak English with an accent, have been trained in martial arts and infiltration techniques. You believe some humans are good and worthy of trust, but have an ingrained hatred of your master's rivals.
8	You have somehow managed to pass as a human and operate within society. This can be done by either maxing out your Beast Features to appear as close to human as possible, or by providing some other reasonable explanation on how you accomplish this. You are well educated and view humans in a mostly positive light.

Deliberate Experimentation Origin Table

Roll once on the table below to determine the type of organization that produced you, then roll on the table specific to that organization.

<u>d4</u> <u>Result</u>	<u>Description</u>
1	Biological Research
2	Military
3	Criminal
4	Special Interest



Biological Research Origin Experience Table

d6 Result Description

1	You have spent your life between a cage and an operating table, coming from the lowest rabble of mutant fodder available to the Organization. You have no education, can only understand words learned in your daily dealings with your captors and research doctors, and cannot read or write. You have a deep hatred and fear of humans.
2	Your earliest memory was of waking in your cell, made to look like a 1950's suburban home and being made to interact with different humans, sometimes for weeks on end, as part of a long series of complex social experiments. You learned to talk, read, and write from these people, most of whom treated you poorly. You recently escaped from the Organization with the help of one of the kinder rotating visitors, and are now hunted by the Organization. You distrust all humans, but a few of them seem to be helpful.
3	You started life in a cage, but were flagged early on for an intelligence testing program. You have lived an austere life in a clean room with a handler, who has groomed you for rigorous daily exams and mental challenges, which are each recorded and mulled over by a focus group that you occasionally got to see through a window. Your handler helped you to escape from the Organization, and you distrust any humans that are not your handler.

4	Some feature of your unique physiology got you into an immunotherapy research program at an early age. You have lived your life within a medical facility and have had fairly good interactions with the team of doctors caring for you, other than the less-than-pleasant medical tests. The doctors were exceptionally chatty and you have learned to speak and read from them, and also gaining an extensive understanding of the medical research being performed.
5	You were rescued from the Organization and raised in a scientist's home as a pet. You received reasonable treatment from your owner, but they did not make efforts to educate you. You have since escaped, and the scientist and his family are hunting you, although not with deadly force. You generally distrust all humans, but have had good interactions with a few of them.
6	You were rescued from the Organization by a kindly scientist who faked your death and has raised you since. They take excellent care of you and have educated you to the level of a college graduate, as well as educating you in medicine and biology. You struck out on your own after the Organization discovered that you were still alive to protect your owner, knowing that they would also be in danger as long as they kept you. You know some humans are loving and helpful, but others can be dangerous.



Military Origin Experience Table

d6 Result Description

1	You were one of a legion of similar beasts, apparently bred and kept for the singular purpose of providing fodder for the training of more desirable beasts and operatives. Your days are spent in dangerous combat training, your nights are spent locked in a concrete cell with your fellows, which is often as perilous as your days. Your social skills are atrocious, you have never known kindness, and you distrust all animals and humans.
2	Either due to your innate abilities for the task, as punishment, or as a cruel joke by your masters, your lot has been to patrol the compounds in which you lived. Your life has been limited to the grounds you patrol, and when not at your duties you were confined to run-down barracks and poorly cared for.

3	Your masters have decided to experiment with you as a tracking animal, either due to an innate ability for the task, a capricious whim of a higher-up, or an exercise in military thoroughness. You have some experience in the wilderness, and managed to escape your masters during such an operation.
4	You have risen above the rabble and proven yourself worth the investment of a decent military training and were then put to use in the field. You are skilled in modern military survival, combat, and weapons, and have worked in human-lead teams of mixed humans and beasts. These interactions have taught you that some humans are trustworthy, but your trust is hard earned. Your social skills outside of military rank and order are poor at best.
5	You were selected for special training for assassination, extraction, or other special tactics situations. You have trained extensively for these situations, somewhat to the detriment of your social development and competence in what others refer to as "life skills."
6	You excelled in the field and rose through the ranks of your military program with flying colors. You have fought your way tooth and nail into the elite inner circle of your military order. You are the furry incarnation of Rambo himself.

Criminal Origin Experience Table

d6 Result Description

1	You were raised with a rabble of other beasts, and were cruelly used as fodder for the ninjas' training sessions. Outside of training, you were left to defend yourself from your bestial litter mates. The thought of a ninja terrifies you, and you suffer from a severe fear of the dark and night terrors.
2	You were selected from the ranks of the target practice rabble for strange and esoteric experiments in eastern mysticism. You fanatically hold the beliefs of the group that raised you.
3	You were taken into the household of a Ninja Clan member to act as either a domestic or personal training servant. Your days were spent performing menial chores in a traditional Japanese household setting. You are excellent at domestic tasks, are fluent in Japanese, and have learned a little ninjitsu from either watching your masters or being used as an occasional practice dummy for their techniques.
4	The Ninja Clan has used your fighting and survival skills to hone more promising students. You spend your days training with specialists and ninjas, but are considered beneath them, and much of your time is spent cleaning the archaic training halls that you have called home.

5	Your innate abilities have been recognized by the Ninja Clan, who specialized your training to hone these natural gifts, and you have worked as an operative in this field. Though still not recognized as an equal to others in the clan, you have been treated fairly and have gained some respect from the clan for your abilities and previous successes.
6	You have proven yourself worthy of the forbidden secrets of the Ninja Clan and have earned your place within their ranks as a true ninja. You have undergone extensive training to this end, including survival, traditional weapons and unarmed combat training, stealth, meditation, and the mystical teachings of the clan.





Special Interest Origin Experience Table

<u>d6 Result</u>	<u>Description</u>
------------------	--------------------

1	You have spent the bulk of your life in a jar or small cage, at the whims of a demented debutante, whose interactions with you varied between neglect and abuse. You are largely ignorant of anything that exists outside the walls of your enclosure. You are terrified of your owner and anything that you associate with them.
---	---

2	You were part of an arrangement between a wealthy eccentric and the lab that created you, and you were sold into the ownership of this eccentric and kept as a pet in their household. You were treated reasonably well, but as an animal rather than as a thinking being.
3	Your appearance has landed you in a sideshow for a destitute traveling circus. You lived off of boiled cabbage and cold canned chili. Your ragtag carnie caretakers eventually began to treat you as an equal in their group after repeatedly proving yourself both useful and profitable to the circus.
4	You were obtained by a private party for a singular purpose, then trained extensively to that end. You were either discarded after completing the task you were trained for, or have managed to escape during an operation. Your training is <u>not</u> overtly military or criminal in nature.
5	Your unique traits and personality have somehow gained public notice, and you are known to the public in some way without having become a target for attack. This could range from working as a stunt animal in blockbuster action films, to a famous radio personality, to that one really convincing actor on Zoobilee Zoo that always shows up already in full makeup and costume.
6	You were fortunate enough to be adopted by a person of nearly limitless wealth, and who has, for the most part, raised and educated you as a normal human being. You are socially competent, used to an affluent lifestyle, and love humans.

BEAST TYPE

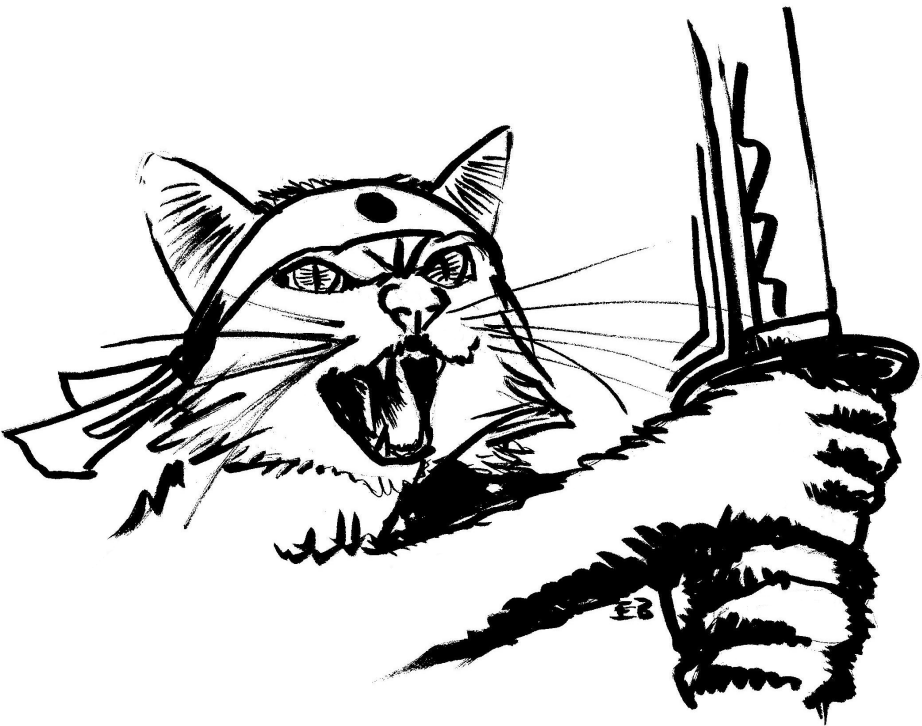
Roll on the Beast Type table or, alternately, roll on one of the subtables if you want to limit your Beasts to Urban, Rural, Wild, Exotic, or Bird-only adventures.

All Types	Urban	Rural	Wild	Exotic	Birds	Beast Type
d100	d17	d21	d52	d33	d17	Die Roll
1				1		Aardvark
2				2		Alligator
3				3		Ape
4			1			Armadillo
5				4		Baboon
6		1	2			Badger
7	1		3			Bat
8			4			Beaver
9			5			Black Bear
10	2				1	Blue Jay
11		2	6			Boar
12			7			Bobcat
13			8			Buffalo
14				5		Camel
15			9		2	Cardinal
16				6		Cheetah
17		3			3	Chicken
18				7		Chimpanzee
19			10			Chipmunk
20	3			8		Chinchilla
21			11			Cougar
22		4				Cow
23			12			Coyote
24	4				4	Crow

All Types	Urban	Rural	Wild	Exotic	Birds	<u>Beast Type</u>
d100	d17	d21	d52	d33	d17	<u>Die Roll</u>
25		5	13			Deer
26				9		Dingo
27	5	6				Dog
28			14			Dolphin
29		7			5	Duck
30			15		6	Eagle
31			16			Elephant
32			17			Elk
33			18		7	Falcon
34	6		19			Ferret
35		8	20			Fox
36	7			10		Flying Squirrel
37			21			Frog
38		9	22			Goat
39			23		8	Goose
40				11		Gorilla
41				12		Giraffe
42		10	24			Groundhog
43						Ground Squirrel
44			25			Grizzly Bear
45			26		9	Hawk
46	8			13		Hedgehog
47			27			Hippopotamus
48		11				Horse
49	9	12				House Cat
50				14		Hyena
51				15		Kangaroo
52				16		Leopard
53				17		Lion
54		13		18		Llama
55						Manatee
56			28			Marten

All Types	Urban	Rural	Wild	Exotic	Birds	Beast Type
d100	d17	d21	d52	d33	d17	<u>Die Roll</u>
57			29			Mole
58				19		Monkey
59				20		Mongoose
60			30			Moose
61			31	21		Mountain Goat
62			32			Mountain Lion
63			33	22		Musk Ox
64	10	14				Mouse
65			34			Muskrat
66				23		Ocelot
67		15	35			Opossum
68				24		Orangutan
69			36			Otter
70			37		10	Owl
71				25		Panther
72				26	11	Peacock
73	11				12	Pet Bird
74	12					Pet Rodent
75		16				Pig
76	13				13	Pigeon
77				27		Platypus
78				28		Polar Bear
79			38			Porcupine
80			39		14	Quail
81		17	40			Rabbit
82	14		41			Raccoon
83	15					Rat
84				29		Rhinoceros
85			42		15	Robin
86			43			Seal
87		18	44			Sheep
88			45			Skunk

All Types	Urban	Rural	Wild	Exotic	Birds	<u>Beast Type</u>
d100	d17	d21	d52	d33	d17	<u>Die Roll</u>
89				30		Sloth
90	16		46		16	Sparrow
91	17	19				Squirrel
92				31		Tiger
93		20	47		17	Turkey
94			48			Turtle
95			49			Walrus
96				32		Warthog
97		21	50			Weasel
98			51			Wolf
99			52			Wolverine
100				33		Zebra



BEAST SIZE

Beasts come in all sizes, ranging from Tiny to Huge. Beast Size affects the Beast's Armor Class, strength checks, melee damage, sneaking and hiding, Hit Points, and Base Movement.

Once your animal type is rolled up, think about the size of the base animal itself and figure out which size category the animal would fall into. This is your Beast's starting size.

A rule of thumb is to figure the typical weight of the actual animal in question and compare it to the typical weight column in the Beast Size Table. Evolution Points can be spent to change your Beast's size in a later step in character generation.

NOTE: Some Judges may not want to allow Tiny and/or Huge PC's, due to the wild modifiers involved and strange situations that a foot-high PC or a PC the size of a full-sized sedan might create. Or maybe this is exactly what your table needs! Check with the Judge before bringing your Huge or Tiny PC to the table.

Beast Size Modifiers Table

<u>Size</u>	<u>AC Modifier</u>	<u>STR Check / Melee Damage Dice Chain Modifier</u>	<u>Hide / Sneak Dice Chain Modifier</u>	<u>Hit Die</u>	<u>Base Move- ment</u>	<u>Typical Weight in lbs.</u>
Tiny	+5	-2d	+2d	d4	10'	< 12
Small	+2	-1d	+1d	d6	20'	13-80
Medium	0	0	0	d8	30'	80-350
Large	-2	+1d	-1d	d10	40'	350-1000
Huge	-5	+2d	-2d	d12	50'	> 1000

AC Modifier - This value is applied to your Armor Class, and represents whether your Size makes you easier to hit or harder to hit than a normal-sized human, based on how much of your Beast that there is to hit.

STR Check/Melee Damage Dice Chain Modifier - This is the dice chain modifier to apply when making STR checks or when applying damage from a melee attack. This represents how much greater or less your strength is relative to a normal-sized human. This modifier is not applied to melee to-hit rolls.

Hit Die - This is the die that Beast uses when gaining Hit Points at each experience level.

Base Movement - Beasts move at different speeds based on how long or stubby their legs are.

BEAST FORM

Beasts come in all sorts of shapes and possess various levels of anthropomorphic qualities, which are codified into the Beast Form Qualities of Speech, Legs, Hands, and Looks. These Qualities are used to describe the general human-ness or bestial qualities of these physical characteristics.

Roll 1d3 for each Quality, resulting in a range of 1 (none), 2 (partial), or 3 (full). Evolution Points may be spent in the next step of character generation to improve these results.

Speech - None: Your vocal organs are not capable of speech, they can only make a range of noises typical of their animal type. Partial: You are capable of approximating human speech, although it is immediately recognized as inhuman sounding and abnormal, and it takes a great deal of time to effectively communicate your thoughts due to confusion over your strange speech. As a result of this, during combat the Beast can only effectively speak two words in a round to those around them. Full: You are fully capable of normal speech, and can often pass as human in conversations.

Legs - None: Your front and rear limbs have not changed from their normal Beast Form. Both your



front and rear limbs are typically digitigrade (paws) or unguligrade (hooves) in nature. Partial: Your legs are partially adapted towards a human posture, and you are able to walk upright or on all fours. Your upright gate is an awkward shamle and is easily noticed, and you suffer a 5' movement penalty when doing so. Full: Your legs are fully human in nature, and you walk upright like a normal human.



Hands - None: Your front appendages are unchanged from your original Beast Type. You may have hooves, paws, claws, or wings, but you don't have hands! You suffer a -2d penalty to any checks to use complex equipment that is designed for humans. Partial: Your front appendages are partially developed towards a human design, including at least a vestigial opposable thumb and gripping fingers. You suffer a -1d penalty to any checks to use complex equipment that is designed for humans. Full: Your front appendages have evolved into fully developed hands, which are capable of full movement and manipulation, and are reasonably convincing in appearance.

Looks - None: Your head, face, and general physique still bears a stunning likeness to your original Beast Type, and you are immediately recognized as such under normal circumstances. Partial: Your face and general appearance still resembles your original beast type, but you can usually pass for human in a dark ally or with a convincing disguise. Viewers must make a DC 6 Int check to recognize you as not human under normal circumstances. Full: Your face and head bear stunningly convincing human features, and your general physical build is much more human than your original beast form. You can usually pass for human for facial recognition purposes.

NOTE: Some animal types have partial Beast Form attributes in their basic state. In these cases, if the player rolls less than what the basic animal has, that Beast Form attribute must be raised to match what that kind of animal already has.

Any such 'automatic' Beast Form Quality increases require the player to spend Evolution Points to achieve their animal type's basic state if their original rolls are not equal or better. For example, a kangaroo or bear could be assumed to already have partial Legs. This would require the player to spend an Evolution Point to buy Partial Legs if they rolled a 1 (None) on their Legs Beast Form Quality.

If a player runs out of Evolution Points before gaining all the needed Beast Form Qualities for their Beast Type, any additional Qualities are free.





Evolution Points

Evolution Points are spent to customize your Beast in several ways, and can be used to alter your Beast's Size, Beast Form Qualities, improve an Attribute, and give your Beast abilities specific to their beast type. Evolution Points are used

only during character creation, any remaining Origin Points are lost after character creation is complete, so use them while you've got them!

Roll 1d3+3. These are your Evolution Points. The can be spent according to the following rules:

Beast Size Beasts smaller than Medium size may spend Evolution points to increase their size towards Medium at the cost of 1 Evolution Point per size shift. Beasts larger than Medium size may reduce their size towards Medium to gain Evolution points at a rate of 1 Evolution Point per size shift. This prevents the possibly of huge mice or tiny elephants.

For example, if a player with an elephant (starting at Huge size) wanted to play a smaller Beast, they could reduce their Size from Huge to Large, and gain 1 Evolution Point, or they may reduce their size to Medium to gain 2 Evolution Points.

Beast Form Qualities Evolution Points may be spent to improve one Beast Form Quality (Speech, Legs, Hands, or Looks) one shift towards Full.

For example, if a player rolled a 1 (None) for Hands, but wants to play a Beast that has some ability to manipulate things normally, they could opt to spend 1 Evolution Point to gain Partial Hands, or they could spend 2 Evolution Points to gain Full Hands. If the player wanted to also improve their Beast's Looks, they would need to spend additional Evolution Points to do so.

Improved Attribute - 1 Evolution Point can be used to add 1d6 to any one Attribute. This can only be done once.

Beast Abilities

Beast Abilities can be anything that the player and Judge can agree upon that makes sense for the animal type and has a game mechanics effect. Some examples of this include natural weapons, natural armor, improved or new senses, improved or new forms of movement, and more.

Unless ruled otherwise in this section, each Evolution Point spent on a Beast Ability provides a dice chain increase to actions that would involve that ability (in most cases, a d24 is rolled rather than a d20).

A Prehensile Tail may be purchased for 1 Origin Point, which will grant 1 extra action at -2d from the Beast's Highest Action Die. For Example, if a Beast with a d20 action die chooses to include a Prehensile Tail, the tail can perform actions using a d14 Action die.

Natural Weapons such as claws and teeth may be purchased, dealing 1d6 damage for 1 Evolution Point Spent, 1d8 for 2 Evolution Points, and 1d10 for 3 Evolution Points.





Natural Armor describes a Beast's tough hide, shell, antlers, ample waddles, or other defensive attributes. This is applied as an AC modifier at a cost of 1 Evolution Point per +1 AC adjustment, up to a maximum of +3 AC.

NOTE: A single animal feature can be used as both Natural Weapon and Natural Armor if Evolution Points are applied to each benefit. For example, a goat character may have horns that act as a +1 AC Natural Armor as well as a 1d6 Natural Weapon for a cost of 2 Evolution Points. No more than 3 Evolution Points can be spent on a single animal feature.

Movement - Evolution Points may be spent on new forms of movement or on increasing existing movement rates.

New forms of movement appropriate to the Beast type can be purchased for 1 Evolution Point, such as flight, leaping, wall crawling, and burrowing. These are assumed to occur at a "normal" rate of movement for the animal's size unless otherwise ruled by the Judge. Special forms of movement such as wall climbing and burrowing may be ruled to be at half the regular movement rate for game purposes.

Double movement rate A single rate of movement (such as running or swimming) can be doubled for 1 Evolution Point. For example, a medium-sized cheetah character may choose to spend 1 Evolution Point to double their base ground movement of 30' to 60'. This can only be done once per form of movement.

NOTE: 2 Evolution Points may be spent to first gain a new form of movement and then double the base movement rate of this new form of movement.

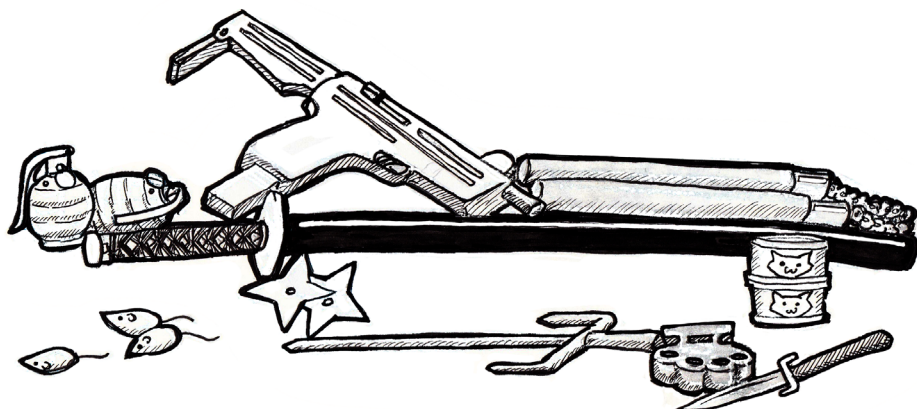
Cosmetic Features Some Beast features are purely cosmetic and serve no game mechanics function. These are always free. For example, a player does not need to spend an Evolution Point to gain a tail for a tail-bearing animal, but would need to spend an Evolution Point to gain a prehensile tail that could be used to affect game mechanics, as discussed on page 27.



Lucky Signs

Roll a d30 to determine your Lucky Sign. Any roll affected by your Lucky Sign is adjusted by your Luck Modifier.

<u>d30 Result</u>	<u>Name</u>	<u>Effect</u>
1	Battle Toad	Melee Attacks
2	Crosshairs	Ranged Attacks
3	Boxing Kangaroo	Unarmed Attacks (includes natural weapons)
4	Honey Badger	All Damage Rolls
5	Tasmanian Devil	Melee Damage
6	Deadshot	Ranged Damage
7	Trap Freak	Build, Find and Disable Traps
8	Charmed Life	All Saving Throws
9	Fleet Fox	Reflex Saving Throws
10	Rhinoceros Beetle	Fortitude Saving Throws
11	Stubborn Old Goat	Willpower Saving Throws
12	Kevlar Underwear	Armor Class
13	Jumping the Gun	Initiative
14	Full of Life	Hit Points (at each level)
15	Lucky Strike	Critical Hits



<u>d30</u> <u>Result</u>	<u>Name</u>	<u>Effect</u>
16	I Meant to Do That!	Fumbles (reduce roll by modifier)
17	Watched the Spanish Channel	Number of Extra Languages Known
18	Track Star	Increased Movement (+5' per +1 modifier)
19	Like a Ninja	Stealth and Hiding
20	Starfish	Fast Healer (recover extra HP per day can regenerate lost limbs once per week)
21	Mikey Likes It	All Food-based Checks
22	Road Hog	Driving and Riding
23	Puppy Eyes	All Social Interactions w/humans
24	Animals Love Me	Animal Care, Handling, and Training
25	Mr. Fixit	Repair and Technology
26	Not Dead Yet!	Flip the Body
27	(Wo)Man at Arms	Armor Damage Reduction (armor absorbs 1 extra damage per +1 modifier)
28	The Beast Within	Any Fur Burn bonus is increased by Luck modifier
29	More Human than Human	Recover from Fur Burn at an extra Luck mod each day
30	Lucky Rabbit Foot	Recover extra Luck mod worth of Luck each day

Fill in the Blanks

All that remains is to fill in the remaining empty fields on your character sheet:

Attribute Modifiers are determined by finding the Modifier Value that corresponds to your Attribute Value in the following table.

<u>Attribute Value</u>	<u>Mod Value</u>	<u>Attribute Value</u>	<u>Mod Value</u>
3	-3	16-17	+2
4-5	-2	18-19	+3
6-8	-1	20-21	+4
9-12	0	22-23	+5
13-15	+1	24	+6

Hit Points: Roll 1d4 to determine Hit Points for 0-level Beasts. As Beasts gain experience levels, they add an additional Hit Die worth of Hit Points to their Maximum Hit Points. Each roll for Hit Points is adjusted by the Beast's Stamina Modifier.

Armor Class: 10 + Agility Modifier, adjusted by any Lucky Sign or Beast Abilities that also affect AC. Wearing Armor does not usually affect AC.

Armor Die, Fumble Die, and Check Penalty are determined by the armor your Beast is wearing, if any. More details are provided in the Armor rules on page 40.

Initiative Modifier is determined by the Beast's Agility Modifier + any Lucky Sign or Beast Abilities that also affect Initiative.

Base Attack Modifier starts at 0 + any Lucky Sign that affects all to-hit rolls, and is only raised by gaining experience levels, as explained in the Character Advancement section on the next page. Base Attack Modifier affects both Ranged and Melee Attack Modifiers.

Ranged Attack Modifier is the Beast's Base Attack Modifier + Agility Modifier + any Lucky Sign that affects ranged attack rolls.

Melee Attack Modifier is the Beast's Base Attack Modifier + Strength Modifier + any Lucky Sign that affects melee attack rolls. Note that Beast Size Strength modifiers are **not** applied to the Melee Attack Modifier.

Ranged Damage Modifier is the Beast's Agility Modifier + any Lucky Sign that affects ranged damage rolls.

Melee Damage Modifier is the Beast's Strength Modifier + Size-based Strength Modifier + any Lucky Sign that affects melee damage rolls.

Saving Throws - Reflex Save starts as your Beast's Agility Modifier, Fortitude Save starts as your Beast's Stamina Modifier, and Willpower Save starts as your Beast's Personality Modifier. Each of these may be affected by Lucky Signs that affect one or all of these Saving Throws, and can also be improved with experience, as described in the Character Advancement section on the next page.

Action Die starts at d20 and increases with experience, as shown on the Experience table on the next page.

Crit Die All Beasts start with a d3 Crit Die, which improves with experience, as shown on the Experience table on the next page.

Crit Table All Beasts roll on Crit Table II for levels 1-5 and Crit Table III for levels 5-10. These Crit Tables are found in the Dungeon Crawl Classics Rules. If you don't have this book handy, simply double damage caused by critical hits.

CHARACTER ADVANCEMENT

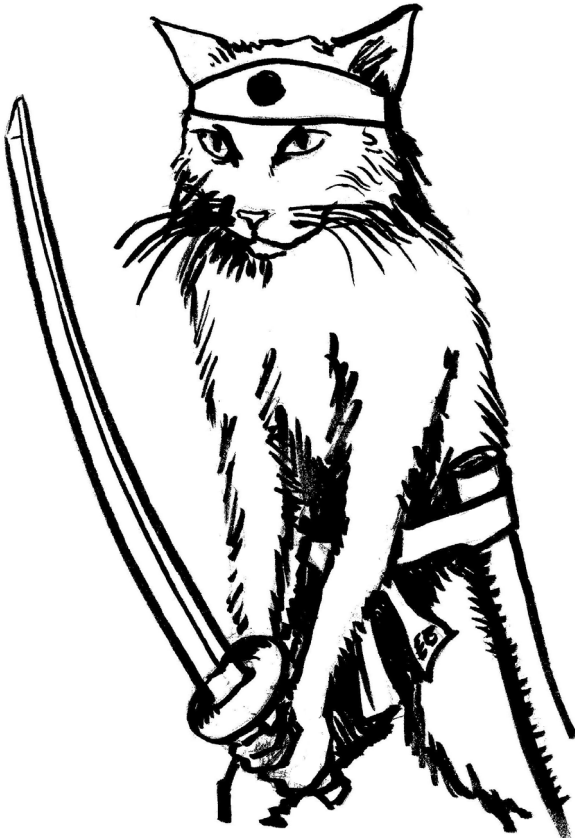
Bronx Beasts has no classes, and there are no predetermined paths for character advancement based on class mechanics as found in other games using DCC rules. Players determine their Beasts' own paths to advancement according to the following rules.

Each odd experience level (1, 3, 5, 7, and 9), the player can improve one of their Saving Throws or their Base Attack Modifier by +1 depending on the needs or goals of their Beast. Every even experience level (2, 4, 6, 8, and 10), the player is allowed to make two such improvements rather than one, but both bonuses cannot be applied to the same Saving Throw or to their Base Attack Modifier.

Additionally, Beasts add their level to any action rolls that are not ranged or melee attack rolls, damage rolls, or Luck rolls.

Crit Die and Action Die increase with the Beast's level according to the following table:

<u>Level</u>	<u>Crit Die</u>	<u>Action Die</u>
0	d3	d20
1	d4	d20
2	d6	d20
3	d8	d20
4	d10	d20
5	d12	d20 + d14
6	d14	d20 + d16
7	d16	d20 + d20
8	d20	d20 + d20
9	d24	d20 + d20
10	d30	d20 + d20



GAMEPLAY RULES

Luck

All Beasts are lucky, and recover Luck at a rate of 1 point per day.

Additionally, Bronx Beasts uses Fleeting Luck mechanics. Every time a player rolls a 20 on an action check (or a 1 on a Luck check), they gain a Fleeting Luck token. Every time any player rolls a 1 on an action check (or a natural 20 on a Luck check), all Fleeting Luck in play are lost.

Fleeting Luck can be spent as per normal Luck, providing a +1 modifier for each Fleeting Luck point spent after the die roll, and any player may contribute their Fleeting Luck to any other player's roll, if they choose to. Regular Luck can also be spent in the usual way on top of any modifiers provided by Fleeting Luck. Judges are also encouraged to reward players for clever roleplaying with Fleeting Luck tokens as well.

Beast Checks

The player characters in this game are first and foremost Beasts, and this should be central to the feel of the game. All players and the Judge are encouraged to think of behaviors that the animals would be naturally inclined to do in the situation at hand, and can invoke any player (or players) to act in line with those natural inclinations, as long as it is in the spirit of fun for everyone at the table.

The invocation can be rejected by the Judge, but if the Judge decides to permit it, the Beast(s) affected by the invocation can decide to succumb to the natural urge for a Fleeting Luck token, or they can attempt to resist this urge with a Stat check. Usually these checks are of a social or intellectual nature, so Beast Checks are most frequently made against Personality or Intellect, but the Ability and DC for the check is left to the Judge to best fit the situation.

A general rule of thumb is to provide no more than one Fleeting Luck token from Beast Checks per Beast in an encounter.

Fur Burn

Beasts can choose to burn points from their Personality and Intelligence attributes to modify any die roll before the die is rolled. This mechanic assumes that the Beast is abandoning their human-like intellects and social capabilities to draw upon the wellspring of their animalistic origins to desperately accomplish the task at hand, with the result being that they draw nearer to their base animal states in doing so.

Fur Burn recovers at a rate of 1 point per day. Stats cannot be burned below 3 or the Beast will revert back to a fully animal state of mind, and becomes a feral NPC until all Fur Burned stat(s) are recovered to a minimum of 3.

Bestial Freakout

All beasts can opt to perform a Bestial Freakout as an action. This involves the Beast tapping their inner bestial essence through a gratuitous display of howling, braying, shrieking, prancing, hooting, feces hurling, or other bestial activity appropriate to the Beast's type.

A Bestial Freakout allows the player to spend Luck **before** the die is rolled for any action, with each point of Luck spent increasing the die rolled by +1d.



ARMOR RULES

Armor Die In Bronx Beasts, Armor does not increase Armor Class, but instead soaks damage done by attacks that do hit. Each piece of useful armor worn increases the wearer's armor die by one die shift, starting at d3, with no armor effectively being an armor die of zero.

Fumble Die is equal to the Armor Die, with a minimum of a d4 at all times. For example, if a Beast has a d8 Armor Die, they would have a d8 Fumble Die, while Beasts with no armor or an Armor Die of d3 or d4 will always have a d4 Fumble Die.

Armor Check Penalty is applied to physical actions that a character performs, such as swimming, climbing, cooking, and playing video games. It is a measure of the bulk of their armor getting in the way of their unimpeded movement, and is determined by counting the die shifts on the Fumble Die dice chain. For example, a d3 Armor die provides a -1 Armor Check Penalty, while a d4 provides a -2, a d6 provides a -3, etc.

Damaging Armor When a 1 is rolled on an Armor Die roll, the armor is damaged and becomes one die shift less effective. This in turn may also reduce the Fumble Die and Armor Check Penalty provided by the now less effective armor. If an Armor Die of a d3 rolls a 1, the armor is entirely destroyed and no longer provides any protection.

Shields still affect Armor Class, and do not increase the Armor Die. Shields increase the Fumble Die shifts and Armor Check Penalty by the number of AC points the shield provides.

HEALING & RECOVERY

Bronx Beasts does not include an equivalent to the Cleric class, and magical healing is not usually available. As such, the following healing rules are in place to make the game somewhat less lethal.

During combat, a character can spend a point of Luck to recover 1 Hit Point + Stamina modifier worth of Hit Points as an action. In effect, they are taking a quick break from combat to check their wounds, catch their breath, or rally their strength. This can happen only once per battle, but can occur even as the last opponent is defeated.

Outside of combat, a character can take time to bind their wounds, restore their spirit, and recover from the stress of battle. Recuperating in this manner takes 1d3 turns, after which the character can spend 1 point of Luck and regain Hit Points equal to a roll of their Hit Die + Stamina Mod + Experience level. If the character's rest is interrupted before this time elapses, they do not regain any Hit Points and must start the recuperating process anew. Each character can only recuperate once per day and gains no benefit from further rests until they have had a full night's sleep. A full night's sleep recovers 1 Hit Point, and a day of bed rest will recover 2 Hit Point.

Rousing Dying Characters

When a character is reduced to zero or less Hit Points by any means, they are incapacitated and begin bleeding out. They will bleed out for a

number of rounds equal to their level before dying. A bleeding-out character can be saved from death by staunching their wounds, which takes an action by an ally working to save the dying character. When this occurs, the character remains incapacitated and is considered to be at zero Hit Points and unconscious. Once the battle is ended, the incapacitated character can spend 1 Luck to regain a single Hit Point and become conscious.

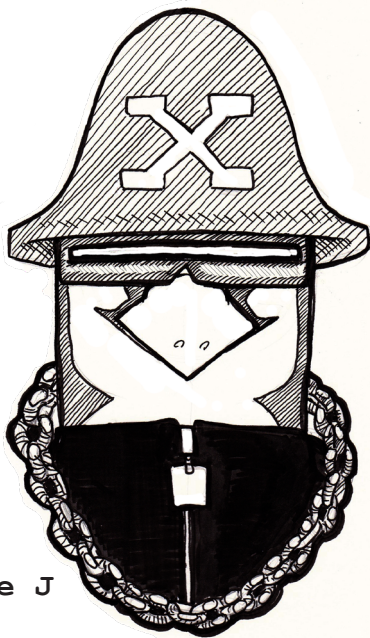
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with what your momma!
(Gave you)!

-- LL Blue J



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