

Name

Jack, Parsley, Foxglove, Cutter, Lightning, Rose, Gale, Dandelion, Tin, Willow, Straw, Cotton, Thyme, Wind, Sunshine, Rainstorm, Peanut, Swiftpaw, Windrunner, Nibble, Digger, Squeek, Raincatcher, Blackberry, Coriander

portrait

draw your rabbit



Looks

Circle one from each category

Body: Lean, stocky, compact, long, frail, sick, runt;

Coat: Lush, Sleek, Distinctive, Unusual Color, Mangy, Cinged

Ears: Long, Short, Floppy, Tattered, ID-Tagged, Just the One

Parts: Buck, Doe (☐ Pregnant)

Stats

Assign one to each stat: +2, +1, 0, -1.

strong	swift	steady
shrewd	max panic 5 +/- Steady	current Starts at 0

Basic Moves

RESIST PANIC

When you expose yourself to new dangers, roll+Steady. On a 10+, you're unshaken. On a 7-9, you manage to keep it together but take +1 Panic. On a miss, take +1 Panic as you cower, hesitate, or flee—the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

SPEAK PLAINLY

When you reason with another animal, roll+Shrewd. On a 10+, NPCs will do as you ask given the proper assurances. On a 7-9, they do as you ask provided you meet one of their demands now.

PAY ATTENTION

When you give your full attention, roll+Shrewd. On a 10+, hold 2. On a 7-9, hold 1. On a 6-, hold 1 but you open yourself up to danger. Holds may be spent, 1 for 1, to name a sense and ask the GM one of the questions below. The GM will tell you what your sense reveals; take +1 forward when acting on the answers.

- What here is the greatest danger to me?
- What will happen if I stay very still?
- Where can I flee to?
- Are they telling the truth?
- What do they wish I'd do?
- How could I get ____?

BOLT

When you make a run for it, roll+Swift. On a 10+, you run like the wind. On a 7-9, you run fast enough but choose one:

- You don't end up exactly where you intended.
- It takes more out of you than you would have thought, take -1 forward.
- It's much closer than you care for, take +1 Panic.

SNEAK

When you take pains to avoid notice, roll+Shrewd. On a 10+, pick three. On a 7-9, pick one:

- Behind cover
- Silent
- Downwind
- No tracks

HELP/HINDER

When you Help/Hinder another player character's rabbit, roll and add whichever stat the GM deems appropriate. On a 10+, give +1 or -1 to that player's roll or Panic. On a 7-9 do the same, but your fate is tied to theirs.

Character Moves

Name

Milkweed, Cress, Lineberry, Button, Grooveburr, Mulberry, Dewberry, Pansy, Marigold, , Blackthorn, Holly, Ivy, Dogwood, Honeysuckle, Buttercup, Snowflake, Sorrel, Bracken, Poppy, Sundew, Birch, Adler, Bounder

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Character Moves

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Rosemary, Aster, Thistle, Sedge, Cress, Boxwood, Heath, Snowflake, Foxglove, Primrose, Yarrow, Columbine, Heartleaf, Moonbeam, Dahlia, Woodruff, Hellebore, Lily, Iris, Nettle, Spot, Hyacinth, Moss, Verbena, Tulip, Juniper

Character Moves



Basic Moves

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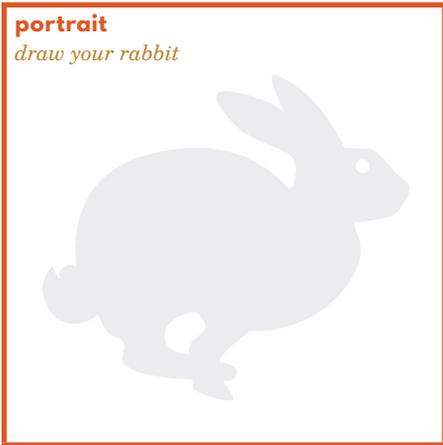


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