

Irradiated Fur
A 24-hour RPG by Shanya Almafeta
View in Wordpad in Courier New in size 10 font with 1-inch margins for best results.

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History
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Imagine human civilization at its peak. Ten billion people well fed, educated, given equal representation and universally equal rights. They can visit any state in the world for a half week's salary, choose any of a thousand artists our a thousand television stations, read books on any subject imaginable, pay for classes for any skill they want to pick up, and still be able to spend time with their children. People like you -- the altered ones -- were at that time created for vanity, for pleasure, for fashion, occasionally even for medical or theraputic reasons. However, it was not common -- why spend a year's worth of income when the newest Star Wars remake was about to come out?

Imagine this paradise, without need or want, dead in a day.

Four generations ago, the early 21st century, your ancestors were in the middle of a holy war. Technology being what it was, there was no other real reason to go to war. All of the great weapons were brought out to clean out the heretics. First, they used nukes. When they ran out of nukes, they used diseases. When they ran out of diseases, they used napalm and gas. When they ran out of gas, they sent their soldiers in. And about by this time, they had more nukes and napalm and mustard gas ready to go.

When the nukes rained down, it was hell. While patriotic messages blared out how we were winning (as no doubt the other sides were all doing), people looted, raped, and killed. The Federal Government was reduced to a few manned satellites and a NPR station operating out of Barrow, Alaska within a matter of days.

Nobody was prepared (or at least, prepared enough) for the reality of what was about to happen. Nobody was prepared for actual anarchy. And that's when the utility of being half-human, half-animal became apparent. Fur kept the retrocodes warm on cold nights. Instincts showed them tactics for survival unmodified humans did not think of or could not stomach doing. And claws were better than fingernails in a fight...

It's now sometime in the early 22nd century. Survival of the fittest has had four generations to work, and humanity's long sunset is being overtaken by the rising moon of the furry race. There's a new world awaiting people like you -- go take a chance!

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Elements Of A Good Irradiated Fur Game
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Irradiated Fur is a furry post-apocalypse game; any game of Irradiated Fur should have elements of both in about equal quantaties. With that in mind, here's a pile of spare parts that should give GMs ideas to work with.

Ancient catacombs that turn out to be sewers/military bases/an amusement park, bar brawls, coming to terms with one's partial humanity, discovering ancient caches of technology, fighting for the pack, "Doesn't anyone here speak English?", highwaymen threatening the town, howling for the hell of it, "It's gonna blow!", lonely artificial intelligences, lost love, near-death experiences, overcoming one's biases, radiation-poisoned children, ray guns -- on the other side of the battlefield, rescuing ancient tomes from dilapidated libraries, robots with emotional problems, quips and puns to go with thrusts and ripostes, racial languages, religion instead of bread, searching for home,

secessionist survivalist groups, secessionist survivalist groups who think the war is still going on, self-appointed guardians of history and technology with shitloads of cool tech, social maneuvering, spiritual self-searching, stealthy escapes by the light of the full moon, subtle discrimination on multiple levels, vaults that just opened up and released hundreds of people blinking into the sunlight, warlords who are threatening everything in their path, water that glows in the dark, "You're outta bullets," your-species-here supremacist churches.

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Character Creation
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There are five stats:

Agility (AG): Reflexes and coordination.

Charm (CH): How charismatic and tactful you are.

Health (HT): Fortitude and constitution.

Intelligence (IN): Brains; your 'civil' mind.

Strength (ST): Bodily strength and physical toughness.

Secondary Areas:

Equipment: How much stuff you can buy.

Race: Your 'feral' mind; just how animal are you?

Skills: How talented you are.

You have one d4, two d6s, two d8s, two d10s, and one d12 to assign among the eight areas. NPCs have two d4s, three d6s, two d8s, and one d10. Don't you feel special?

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Derived Stats
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Healing Rate: Equal to half your Health die minus 1. You heal this much Stun every hour, and this many Wounds every day.

Initiative: Your Initiative is equal to your Agility die, plus your Race die, plus your Intelligence die size, plus half your Charm die size. (So if you had Agility d6, Fox d12, Intelligence d10, and Charm d8, you would have an initiative of $1d6 + 1d12 + 14$: Agility dice, Race die, your Intelligence of 10, plus half your Charm of 8.)

Movement: How fast you move in meters in six seconds. It is equal to $(\text{Agility Die} + \text{Health Die} + \text{Strength Die}) / 2$. (So if you had Agility d4, Health d6, and Strength d12, you would have a Movement of 11m.)

Soak: Your ability to resist non-lethal damage. It is equal to your Strength Die / 2. (So if you had a Strength of d8, you would have a Soak of 4.)

Stun: How much stun damage you can take. It is equal to $(\text{Health Die} + \text{Health Die} + \text{Strength Die})$. (So with d6 Health and d8 Strength, you have 20 Stun.)

Wounds: How much lethal damage you can take. It is equal to your Strength die plus half your Health die. (So with d6 Health and d8 Strength, you have 11 Wounds.) If you lose all of these... well, it was nice knowing you!

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Race
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Choose one of these to be your race. Your die in Race is added to rolls in any of the related skills.

Badger: Feral, Melee, Willpower. Radiation Resistance d4.

Bat: Climbing, Hunting, Intimidation, Stealth. Sonar. Subtract 3 from your Wounds. May not have a Strength of d12.

Bear: Hunting, Weight Lifting. Also add Bear/2 to your Soak, Bear to your Stun, and Bear/2 to your Wounds. May not have a Strength of d4.

Bird, Raptor: Acrobatics, Hunting, Perception, Sniping, Tracking. (Eagle, Falcon, Hawk, Owl.)

Bird, Songbird: Acrobatics, Performance, Seduction, Stealth, Perception. (Blue Jay, Sparrow.)

Bird, Waterfowl: Hunting, Performance, Swimming. Add Waterfowl to Stun and Waterfowl/2 to Soak. (Duck, Pelican.)

Cheetah: Hunting, Melee, Stealth. Also add Cheetah to your Move. May not have a Health of d12.

Chimpanzee: Martial Arts, Science, Weightlifting. Also add Chimpanzee to your Stun and Chimpanzee/2 to your Soak.

Dog, Guard: Endurance, Melee, Perception. Also add Guard Dog to Stun and Guard Dog/2 to Soak. (Bulldog, Dalmations, German Shepard, Rottwilers.)

Dog, Hunting: Endurance, Hunting, Perception, Swimming, Tracking. (Bloodhounds, Collies.)

Dog, Mutt: Diplomacy, Endurance, Domestic, Survival.

Dog, Toy: Acrobatics, Diplomacy, Domestic, Seduction. Also add Toy Dog/2 to Move. (Chihuahuas, Poodles.)

Dog, Work: Endurance, Leadership, Melee, Weight Lifting. Also add Work Dog to Stun. (Huskies, Malamutes.)

Dolphin: Diplomacy, Swimming, Tactics. Sonar.

Dragon: Intimidation, Seduction, Survival. Also add Dragon/2 to your Soak. May not have a Charm of d4. No, you cannot breathe fire.

Dwarf: Intimidation, Rope Use, Willpower. Subtract 4 from your Movement. Also add Dwarf/2 to your Soak, Dwarf to your Stun, and Dwarf/2 to your Wounds. (Explains why they're so common.) May not have a Strength of d4.

Elf: Perception, Sciences, Seduction, Stealth. Also add Elf/2 to your Initiative. May not have a Grace of d4 or a Strength of d12. We don't know how they survived either.

Ferret: Acrobatics, Seduction, Tracking. Also add Ferret to your Initiative.

Fox: Perception, Performance, Stealth, Seduction. Also add Fox/2 to your Move.

Gorilla: Diplomacy, Tactics, Weight Lifting. Also add Gorilla to your Wounds.

Horse, Draft: Diplomacy, Endurance, Weight Lifting. Also add Draft Horse to your Stun and Draft Horse/2 to your Wounds.

Horse, Pace: Diplomacy, Perception, Seduction. Also add Pace Horse to your Movement.

Housecat: Domestics, Diplomacy, Seduction, Stealth. Also add Housecat/2 to your Move.

Human: Diplomacy, Perception, Science. Poor Scent. Yes, humans aren't as powerful as retrocodes. Why do you think there are so many retrocodes out there compared to humans?

Hyena: Endurance, Feral, Melee, Survival. Also add Hyena to your Stun.

Kangaroo: Acrobatics, Martial Arts. Radiation Resistance d4. Also add your Kangaroo to your leap distance.

Koala: Stealth, Survival. Radiation Resistance d4.

Lion: Hunting, Perception, Stealth, Tactics. Also add Lion/2 to Stun.

Lizard: Perception, Performance, Stealth. Regeneration. May not have a Health of d4.

Mink: Acrobatics, Melee, Survival. Also add Mink/2 to your Initiative.

Monkey: Acrobatics, Climbing, Hunting, Performance, Tactics.
 Mouse: Acrobatics, Domestics, Science, Stealth. Also add Mouse/2 to your Initiative.
 Orc: Domestic, Endurance, Feral, Intimidation, Melee. May not have a Health or an Intelligence of d12.
 Otter: Acrobatics, Hunting, Performance, Swimming, Tracking.
 Panda: Stealth, Survival. Add Panda to Stun and Panda/2 to Soak.
 Pig: Domestic, Endurance, Melee. Radiation Resistance d4.
 Platypus: Domestic, Endurance, Hunting, Intimidation, Swimming.
 Puma: Acrobatics, Hunting, Perception, Stealth. Also add Puma/2 to your Move.
 Rabbit: Domestic, Perception, Stealth. Also add Rabbit/2 to your Initiative and Rabbit/2 to your Move.
 Raccoon: Acrobatics, Fixit, Hunting, Melee, Rope Use. May not have an Agility of d4.
 Rat: Domestics, Lockpicking, Melee, Science, Stealth.
 Skunk: Firefight, Intimidation, Seduction. Subtract 4 from your Movement. May not have a Health of d12. They may also spray: treat it like any stun attack, except the roll to hit is Intelligence+Agility+Skunk, not Strength+Agility+(Melee/Martial Arts). If hit, the target cannot act for (roll of Skunk+Strength dice) - Soak rounds; if a 'wound' is done, the target is also blinded for (roll of Skunk die) minutes.
 Squirrel: Acrobatics, Climbing, Perception. Also add Squirrel/2 to Initiative and Move.
 Tiger: Hunting, Stealth, Swimming. Also add Tiger/2 to your Wounds and Tiger/2 to your Move.
 Wolf: Diplomacy, Endurance, Tactics, Tracking. Also add Wolf to your Stun.
 Zebra: Diplomacy, Perception, Seduction, Tactics. Also add Zebra/2 to your Movement.

===== Skills =====

You start with Skills Die x 5 plus Intelligence die in skill points. (So if you had put d4 into Skills but had a d12 Intelligence, you'd have 32 skill points.)

A skill is ranked from d4 to d12, and costs Die/2 skill points to purchase. (So a d4 costs 2 points, a d6 3 points, a d12 6 points, and so on.)

Acrobatics (AG): Dodging, ducking, weaving, leaping, and tumbling.
 Body Hardening (ST): Being very fucking tough. Add half your Body Hardening die (2 for d4, and so on) to your Soak.
 Climbing (AG): Going arboreal. Your climbing speed is (Climbing/2) meters per round with this skill, 1m per round without.
 Computers (IN): How to work with computers and other such electronics.
 Diplomacy (CH): Convincing others to not kill you.
 Domestic (CH): Running a home, bar, brothel, hotel, or what have you.
 Drive (AG): The ability to operate a vehicle. Unlike in the movies, there are few 'running gun battles' done with people behind the wheel; most cars can't work well at all, much less well enough to work like they do in the movies.
 Endurance (HT): Being able to resist tiring.
 Feral (Special): Being able to rely on your animal instincts. Unlike most skills, Feral is based on your Race die.
 Firefight (AG): Shooting at short range.

Fixit (IN): How to repair something.
 Hunting (IN): Getting prey, whether by trapping or by stalking.
 Intimidation (CH): Scaring the crap out of someone.
 Language (IN): The ability to speak another language besides your native language. The more languages you know, the better you are at languages.
 Leadership (CH): Bullshitting with a straight face and organizing people under your command.
 Lockpicking (AG): Opening mechanical locks.
 Martial Arts (AG): The practiced art of fighting. Not significantly different from Melee in practice, except that it's hard to defend against and doesn't teach you much about defending from actual attacks: the two are at -2 to defend against each other.
 Medicine (IN): Healing someone using what you have at hand. Since there are so many techniques to learn, from diagnosis to pharmaceuticals to surgery to post-surgical care, Medicine costs double (4 for a d4 and so on).
 Melee (AG): Brawling and using non-ranged weapons.
 Occult (IN): Knowing what rituals do what, and most importantly, what not to touch.
 Perception (IN): Noticing something.
 Performance (CH): Showing off for dramatic purposes, or playing music.
 Rope Use (IN): From binding people to creating shelters and buildings.
 Science (IN): All that liberal arts stuff that isn't going to do you much good in the post-nuclear wastelands.
 Seduction (CH): Getting what you want. Also the skill on your character sheet most likely to get you teased.
 Sniping (AG): Shooting at long range.
 Stealth (AG): Being very very quiet.
 Style (CH): It's not about being good -- it's about looking good.
 Survival (IN): The ability to live off the land. Since you have to be careful not to eat fallout-tainted or dangerously mutated food, where you did not in the 20th century, Survival costs double (4 for a d4 and so on).
 Swimming (ST): Being able to move in the water. Your swimming score is 1m/round if you don't have Swimming, Swimming/2 if you do.
 Tactics (IN): Your ability to fight with others. Also add your bare Tactics die to your Initiative (that is, you roll your Tactics Die with your Agility Dice).
 Weight Lifting (ST): The amount of weight you can bench is (Strength Die + Weight Lifting / 2), squared, in kilograms. You can carry one-third of this on your back.
 Willpower (Special): Stubbornness, bullheadedness, and the like.
 Willpower, like Feral, is based on your Race die.

Specializations: You can buy a specialization in any skill at 1/3rd the normal price for the skill. If you wanted to add Willpower/Resist Torture d8 to your normal Willpower of d6, you would pay 1.33 points: the normal cost of Willpower d8 is 4, and divided by 3 is 1.33.

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 Perks
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You may take Perks by taking an equal value of Flaws. You may only have 12 points of Perks.

Armor (2-10): You have actual armor. Every rank of Armor gives you one point of Lethal Absorb and one point of Soak, up to 5 points.

Claws (1-8): You have dangerous Claws -- or a bite or a goring horn, if you like. These do from Strength+d4 (1 point) to Strength+d12 (5 points) damage. Add 3 to the cost if they can do Lethal damage.

Extra Arms (1-3): You're all hands. You have four arms (1 point), six arms (2 points), or eight arms (3 points); this adds d4, d6, or d8 to your grappling rolls, as well as being handy in other situations.

Fast Healing (2-6): You heal very fast. Add +1 to your healing rate per time taken, up to 3 times.

High Pain Threshold (2): Although you get shot and you bleed just like the next guy, it doesn't have quite as many side effects. You may add an extra Race die to KO tests, and when you are Hurting when your Wounds exceed your Health + Race/2, not just Health. (No matter what, you are always Hurting when you have one wound left.)

Howl (1): You have a loud howl or roar that can be heard for miles on clear nights. In addition to its obvious uses, you may add a d4 to Intimidation rolls if you can time it right.

Hybrid (5): You are a mix of two species. You have a second Race die of d4 to apply to a second species. You cannot take Hybrid more than once -- the ability to create mixbreeds was designed in with human (and furry) nature being what it is, but the genetics won't work three or more ways (a hybrid and a normal, or two hybrids); the child, if it conceives at all, would not survive to the third trimester.

Lightning Reflexes (1-5): You are dangerously fast! Add d4 (1 point) to d12 (5 points) to your roll when you roll Initiative.

Lucky (1-5): You're one lucky son-of-a-gun. This translates as extra Save Your Ass dice. Add one extra d4 SYA die for one point; one extra d4 and one extra d6 SYA die for two points; up to one extra of each type of SYA dice, d4 through d12, for 5 points.

Prehensile Tail (2): Most tails, with a bit of practice, can be made to press switches, perform signals, aid balance, loosely grasp objects, and so on. Your tail is actually made for this sort of thing, and can grip with the full strength of a hand. This adds one d4 when you attempt to grapple, but unlike Extra Arms, doesn't have the obviousness or the hindrances.

Radiation Resistance (2-6): You get an extra d4 (2 points) to d12 (6 points) to rolls to resist radiation.

Regeneration (2): You can heal lost body parts. Lost digits, ears, or tails heal in (16-roll of a Health die) days; lost limbs or eyes in (16-roll of a Health die) weeks. You must not have a Health of d4.

Quick (1-5): You can get there double-quick. Each time taken adds 2m to your movement rate (up to 10m).

Sonar (2): You can 'see' in the dark.

Talented (1-8): You're just that smart! Every time taken (up to 8) adds 3 skill points.

Taur (2): You are a taur. You can carry or pull twice the normal weight for your Strength and Weightlifting, although your arms can only carry. If you attack in melee combat, any kick adds twice your Strength die. You are at -1 to defend against attacks -- sorry, but even with the enhanced agility that an extra pair of legs provide, you're still a huge target.

Wings (3): You can fly! Although this provides problems with bulky wings, you may fly at up to (Strength + Health/2) meters every round. May not have a Strength or Health of d4.

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Flaws

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Anosmia (2): You cannot smell or taste. This has many difficulties, obvious and subtle.

Atavism (1): You will sometimes lose control of yourself. When you might lose control (GM's call), roll (Charm + Willpower) versus (Race + Feral); if your race wins, your animal side takes over. Opinions are retained -- someone

you love is still someone you love as an animal, someone you hate is still someone you hate, someone you avoid is still someone you avoid -- but your instincts take over; a cat might become very physically affectionate with someone they care for, but hiss and try to fight off anyone they dislike.

Blind (8): You can't see. Period. You can interact with some difficulty, read things printed in braille, and fight in melee (at -4 to hit and defend), but most of the things of the modern world -- art, most literature, ranged combat -- are unavailable to you.

Can't Speak (3): You are unable to speak. You might be able to make some kind of sound -- howls, purrs, yips, or growls -- but you can't talk.

Deaf (4): You can't hear at all. This has obvious problems, but in combat terms, you are at -4 to detect Stealth and -4 to dodge missile attacks.

Distinctive Features (1 or 2): You look odd. For 1 point, these are subtle -- one blue eye and one green eye, a scar, a pentagram in your palms, and so on. For 2 points, these are glaring -- blue fur, nine tails, two heads, or so on. If you have more than one Distinctive Feature, you only get points for the most noticeable.

Hermaphrodite (2): You're bigendered, and sterile in both. Sometimes this can be useful, but usually it isn't, and it could even get you killed in the wrong crowds.

Illiterate (1): You cannot read or write. Not particularly damning in this day and age.

Low Healing Rate (1 to 4): You don't heal as fast as the next guy. Each time taken (up to 4 times) lowers your healing rate by 1. (You CAN take your healing rate down to 0; this represents being unable to heal without medical assistance.)

No Facial Expressions (2): You don't have the nuances of human social expression. A quirked eyebrow, a smile, a frown, tears at the eyes, furrowed brows; all things that show subtle indications of the human state of mind... and all things that are lost on you. Until people get used to this, or unless you are with others with this disadvantage, you are at -4 to social interactions.

Non Anthropomorphic (4): You don't have a humanoid form. You might be able to talk or read, but you have no real hands, no thumbs, and no bipedal form. Armor, if available, costs more; doctors are at -2 to heal you due to different anatomy and biochemistry; you can't eat at tables or with utensils; and so on. You do get +1 to Movement, however. Many of the problems of this flaw are social in nature! (For raccoons and others that have full hands even though not anthro, this flaw is only worth 2.)

Poor Scent (1): Although you can smell strong scents -- gas, pizza, and the like -- you cannot smell many other scents -- you can't sense emotions, track people by their scents, and so on.

Uneducated (1 to 5): You aren't as skilled as the next fur. Each time taken reduces your skill points by 4, up to 20 points behind as a 5 point flaw.

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Personality
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Of course, after you've got the numbers done, it's time to think about what you want your character to be like.

Is the character a community player, or is he or she self-reliant?

What does he or she think about her species, and what does it mean to him/her? Does he/she ever wish to be another species altogether?

Your character starts with some gear. Where did he/she get it?

What are the character's prejudices? Are they based on family pressure or bad experiences, or just being a jerk?

What does the character do in his or her down time?

What does the character look like?

What does the character want to do with his/her life, and what has he/she actually ended up doing instead?

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Save Your Ass Dice
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Every game, you begin with five Save Your Ass dice: one each of d4, d6, d8, d10, and d12. You may spend these on any roll, before or after; you may spend no more than one SYA die per roll, and once spent, it's gone for the rest of the game. You get these back at the beginning of every session, or when the GM says so. The Lucky perk gives you more SYA dice.

In addition to just boosting SYA rolls, you can use a SYA die like so:

Healing Wounds: Roll a SYA die and heal that many Stun instantly. If you roll a 5+, also heal one wound, and if you roll a 10+, heal two wounds.

Not Dead Yet: Spend your best SYA die when you kick the bucket, and add one to the roll for every other unused die. If your total is a 10 or higher, you are left for dead, and may come back in 1-3 adventures... with a vengeance! (No matter what, you die on a roll of 1. Sorry, you can't buy Lucky 5 to be immortal.)

Roll With Blow: You may reduce any damage taken by the value of a SYA die roll. Redetermine the number of wounds dealt based on the 'new' amount of damage actually done to the character.

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Basic Tests
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Nothing fancy. Roll lots of dice, try to get a high number.

A skill test is (base stat die) + (skill die). If it's a skill to which your race is related (like acrobatics for ferrets), add your racial die in too.

A stat test is (base stat die) + (racial die). Yes, it's odd, but go with it.

For any other test, the die or dice to roll are noted.

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Combat
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Everyone will have to fight sooner or later. There are few combat options, and no special maneuvers like flashy jump kicks or talented throws -- when you get in a fight, you use whatever opportunity you have available to you, and don't have time to think. Combat in Irradiated Fur works like so:

ORDER

Initiative: Roll your Initiative stat every six-second round. Higher numbers go first.

Actions: Determine what you want to do. You have one action in a round, normally; if you want to do more than one action, you are at a -1 die penalty to all actions (before you roll, you have to choose and discard a die) for every action beyond the first. Naturally, this makes doing too many actions impossible.

HITTING

Striking: Melee combat is done by rolling Strength + Agility + (Melee or Martial Arts). Missile combat is done by rolling Intelligence + Agility +

(Firefight or Sniping). The defense rolling Agility + Intelligence + (Acrobatics versus ranged, Melee or Martial Arts versus melee). If you beat your defender, you deal damage.

DEALING DAMAGE

Stun damage: Stun damage is equal to the margin of success you hit by, plus whatever the damage dice are for your attack, minus the defender's Soak and armor. For every 10 points, you also deal a wound -- a punch can crack a rib.

Lethal damage: Lethal damage is dangerous! Lethal damage first deals stun damage, equal to the margin of success you hit by, plus whatever the damage die for the attack is (without reduction by Soak); subtract any armor, then, if even one point went through, deal 1 wound, plus 1 extra wound for every 5 points of damage rolled.

Unarmed damage is your Strength die in stun.

MISCELLANEOUS

Adrenaline Wears Off: If more than two rounds go by without combat, adrenaline wears off. At this time, check to see if you are Hurting (see below). In addition, if you have lost more Stun than your Health+Strength+(Feral/2), you have to make a KO test, as noted below (with an 'attack roll' equal to the amount of stun you have lost).

Going Defensive: If you decide not to act, you may add your Feral, Race, or Perception die (whichever is better) to any defense roll you make.

Hurting: When you have more wounds than your Health die, you are Hurting. You are at a -1 die penalty to all actions. Don't check this in combat -- read above.

KO'd: If you ever take more than Strength+Soak stun in any one attack, you must make a Health + Race + Feral roll equal to or greater than the attack roll or be knocked out for 1 minute you missed by.

Movement: You can move up to your Movement in meters for free every round. You can move up to four times every round; each time beyond the first counts as an action.

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Equipment

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To buy Equipment, you need money. Take the die you assigned to Equipment in character creation and look it up here:

d4: \$800
d6: \$1800
d8: \$3200
d10: \$5000
d12: \$7200

(The formula is (Equipment die size squared) times 50, by the way, if you want to know.)

WEAPONS

Add your accuracy to your attack roll.

Knife: Your basic stabby. Melee or Martial Arts, accuracy +0, damage Strength+2d6 stun. \$10.

Sword: Your enhanced stabby. Melee or Martial Arts, accuracy +2, damage Strength+1d10 lethal. \$100.

Axe: A weapon pressed into service. Melee, accuracy -1, damage Strength+1d8 lethal. \$25.

Machete: A weapon pressed into service. Melee, accuracy 0, damage Strength+d6+d8 stun. \$20.

Chainsaw: A very nasty weapon pressed into service. Melee, accuracy +1, damage 3d8 lethal.

Staff: A reinforced version of the ever-present 10' pole. Melee, accuracy +2, damage Strength+d8 stun. \$10.

Great Sword: A claymore, katana, whip, or whatever your group thinks is the most awesome weapon. Melee, accuracy +2, damage Strength+3d8 lethal. \$1000.

Pistol: Your basic shooty. Firefight, accuracy +0, damage 2d6 lethal, range 30m. \$500. Holds 12 shots; each shot costs \$2.

Autopistol: An enhanced pistol. May fire a three-shot mode for +4 accuracy (but firing three bullets, obviously). Firefight, accuracy +1, damage d6+d8 lethal, range 30m. \$800. Holds 21 shots; each shot costs \$3.

Rifle: Your enhanced shooty. Has a three-shot mode. (Sniping, accuracy +2) or (Firefight, accuracy -2), damage 3d8 lethal, range 80m. \$1500. Holds 40 shots; each shot costs \$5.

Sniper Rifle: A special-purpose weapon. Sniping, accuracy +4, damage 4d10 lethal, range 250m. \$3000. Holds 1 shot; each shot costs \$10.

Grenade: Does damage in a 10m radius. Firefight, accuracy -, damage 4d8 lethal, range (Strength+Strength+Weight Lifting) meters. \$80.

Claymore: A mine that deals damage in 25m long cone. None, accuracy -, damage 2d8+2d10 lethal, range -/25m. \$125.

ARMOR

Armor has 4 stats: Coverage/Maneuverability, then Stun Absorb/Lethal Absorb. Armor protects on any attack with a number equal to or less than its Coverage. Maneuverability is the penalty to dodge or other 'gross' movements (including your Initiative and Move scores). The number before the slash is how much damage it absorbs from Stun attacks; the amount after the slash is how much damage it absorbs from Lethal attacks.

Leather jacket: At least it keeps you all in one piece. 15/-0, 2/0. \$100. Available for nonmorphic characters for \$300.

Kevlar: Nice and airy. 14/-1, 4/2. \$250. Available for nonmorphic characters for \$1500.

Sports gear: Good for contact sports, bad for actual combat. 13/-2, 5/1. \$200.

Bolted Plate Armor: Easy to make if you have some scrap laying about. 18/-4, 6/3. \$600. Available for nonmorphic characters for \$2500 (and an additional -1 maneuverability penalty).

Forged Plate Armor: This kind is actually smelted down before it's pounded together. 20/-3, 10/5. \$1000. Available for nonmorphic characters for \$6000.

EOD Suit: The best defense money can buy. Just makes you slower than moleasses. 24/-4, 16/8. \$4000.

OTHER

Airtight Chest: Good for keeping bugs out and cold in. \$20.

Batteries: There's never enough. Normal batteries cost \$2; rechargeable batteries cost \$10 and the charge is half as long; solar rechargeable batteries cost \$25. The charges are about the same for any domestic use.

Book: Always a handy trade good: knowledge is power. \$10 per 32 pages for a good book, down to 'just' \$1 per 32pages for dimestore romance.

Deck Of Cards: Good for fun, telling fortunes, using as impromptu TP, just about anything. Your choice of CCG, poker, SAGA, tarot, or Uno. \$3.

Dice: Many games use them, either alone or as part of the mechanics of the game. Handful of dice, \$1.

Clothing, Mundane: A shirt costs \$2 to \$5. A pair of pants or shorts costs \$2 or \$5. Socks, when worn, cost \$1; shoes or gloves costs \$5; boots cost \$10.

Cooking Set, Full: More forks than you'll ever need, plus enough flatware to serve eight. \$120.

Cooking Set, Travel: Enough to make something vaguely edible over a fire and serve it to up to four people, and wash up after. \$40.

Fishing Pole: Tackle is usually included (and usually no good). \$10.

Flare Gun: Good for showing people where you are. Does 1d10 burn damage per round for 1d4 rounds if fired at someone (Firearms, accuracy -2, range 30m). \$50; flares cost \$5 each.

Food: \$3 per meal for a restaurant meal; cheap meals (like hot dogs) cost \$1-\$2; decent meals cost \$5 per day for raw ingredients if you buy a weeks' worth at a time; bare minimum is \$1/day for unseasoned, uncooked grain.

Hireling: You've hired a NPC to work for you. They'll carry baggage, watch the kids, carry you around (if a taur), act as a guide, and so on. Hirelings work for \$75 per week, plus board and food; they may ask up to double for very hazardous or tiring duty.

House: A home costs \$25 per week, as long as you don't really mess up the place. An apartment in an ancient-run hotel costs \$15.

Knapsack: For antropomorphic or nonanthros. Tough, rugged. \$10.

Radio: A AM/FM radio is receive-only and costs \$10. A CB radio is two-way and costs \$250.

Pakra: Keeps you mostly dry in the rain. \$4.

Portable Stove: A collapsable metal stove, able to keep a fire lit off from the wet ground and rain for cooking. Heavy, but luckily, only one per dozen people is needed.

Rope: Always handy. \$1 per 10 yards.

Saddlebags: Most taurs can't (or, more likely, won't) draw a cairrage or stagecoach, but they can. Up to 500 pounds can be held safely by these bags; weight in them is halved when it comes to how much it feels like the 'taur is carrying (he can't lift as much, but it doesn't tire him out as much). \$40.

Shovel: You can clear out (Strength Die)/4 cubic meters of dirt, a quarter that of rubble, per hour, with this handy tool. Dig latrines, bury the dead, make a garden! \$20.

Sleeping Bag: Keeps you from freezing. \$65.

Spices: Makes food more palatable, or unpalatable if too much is added. Enough for 100 meals. \$4.

Tent, Campaign: Used as pre-made impromptu shelter, used in the army. \$1000.

Tent, Large: Actually has more than one room. There's even enough room in the center room for a taur to sleep in (two taurs if they're familiar). \$200.

Tent, Small: The least-common denominator tents they use in the Scouts. \$50.

Toilet Paper: AKA Wooden Gold. \$6 per roll.

Towel: Ever-handy. \$1.

Watch: For tracking time. One set of batteries works for three months. \$15.

Water Purification Can: Fill it up with water, seal it tight, carry it with you, in eight hours it's clean. \$15.

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Survival
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The world isn't a pretty place. During your adventures, you may suffer any amount of hazards, like:

Falling: This deals 1 point of stun damage per meter fallen for fairly 'mild' surfaces -- water or moss, or a handy tarp, or 1 point of lethal damage if you fall on something you shouldn't, such as bare rock or a rusted-out car. For these purposes, a fall is any height greater than your (Agility + Acrobatics dice) / 2 meters.

Fire: Fire deals from d4 stun damage (a match) to 1d12 lethal damage (a blazing inferno) every round. Similarly, cold deals from 1d4 stun damage a round (0 celsius) to 1d12 lethal damage (-100 celsius). Extremely intense heat or cold (plasma, or liquid nitrogen) deals 4d12 lethal damage.

Poison: Poison deals stun damage, as well as side effects. Each poison has an Intensity (from 1d6 to 4d12); subtract the character's Health check (i.e., roll of Health + Race). If even one point of stun damage, one level of effect is done; for every full 5 points of stun damage, another level of effect is done. Destructive poison deals 1 wound per level of effect; debilitating poison makes the character at -1 die to all actions per level of effect; paralyzing poison makes the character unable to move for 1d6 minutes per level of effect. Disease is similar, but had a different set of effects at each, and needs 1d4-3d6 days to 'incubate' between effects; the common cold just makes you lose 1d6 extra stun every 1d4 days, while pneumonia causes one wound every 1d6 days per extra level of effect.

Radiation: Get the square root of the rads per minute, and make a Health check every turn against it. For every point you lost by, lose one stun; for every five full points you lost by, lose one stun permanently. If you lose all stun, you are comatose. In addition, if you roll three ones in a roll, you get cancer, and you will die in (roll Health) months. At least you've got enough time to look pretty for your coffin.

Suffocation: You can survive (roll of Health) rounds; any race that has Swimming as a natural skill can survive (roll of Health + roll of Race) rounds. After this time, roll Health (or Health + Race for those with Swimming as a natural skill) every round; if you roll under the number of rounds you've been under, you lose as much stun as you lost by, and if you rolled all 1s, you lost a wound. If you lose a wound, you are automatically unconscious, and do not roll from then on -- you automatically lose 1 more wound every round after that as you suffer brain damage.

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Experience
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This is a RPG built for one-shots or short series, not meant for campaign play. If you're thinking of doing some kind of evil in the future with your New Keen Powers you're going to buy with your XP, you'll want to play something else.

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Slang
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After more than a century, it's a miracle that 22nd century english and Real World english is still mutually intelligible. Just run with it; it's a bit of hand-waving to make the game playable. However, there is some slang that can be incorporated without much trouble:

fasson: a fashion-based morph (like the innumerable people who became Klingons and Vulcans when Star Trek CGI came out, or the dwarves and elves when the Lord Of The Rings Special Edition (We Edited Out That Truck) was released).

furson: Any animal-based person (compare to fasson).

paws up: dead

retrocode: Today, anyone that's not a human. In the 21st century, it was anyone who had their DNA altered after birth.

trapper: originally, a human who was severely anti-fur -- such as hunting down furs for their pelts. nowadays, anyone with strong racist sentiments is a 'trapper'. Fox trappers hate foxes, human trappers hate humans, and so on.

vaulted: There are dozens of 'vaults' containing the last vestiges of a human-run society. Normally, when these open, they are notably inept at dealing with the realities of the post-nuclear world. Thus, when you're totally discombobulated, you're vaulted -- just like these poor souls.

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Soap Box

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I just spent about 14 hours out of the last 20 working on this darn thing. So give me 30 seconds of your time, at least.

I made it through the day on bratwurst, diet cola, garlic potatoes, scrambled eggs, oranges and crackers (the orange-quilt kind and oyster). Music on playlist as I wrote: DDR, Bubblegum Crisis, and the soundtrack to Furry Fantasies (appropriate, huh?).

I wrote this on my mom's birthday. I didn't intend on doing that. So I lost some time shopping for her present and singing Happy Birthday and icing the cake. But hey, I think I did okay anyways.

And nobody should write more than 5 pages per day if they want the results to be any good, and two should be the limit for sane people. But hey, I got half of the 24 page assignment done, and that's not bad!

Started 9:00 AM July 18 2004; finished 4:48 AM July 19 2004.