

Keeton Must Die!

Teddy Bear Blood Sport



by m.s. jackson

Dedication.

To my daughters, they are the light of my life. And to my lovely wife, though she does not understand my RPG obsession, she allows me the freedom I need for my hobby. I could not ask for a better partner in life.

Thank yous.

Trevor, Bryan, and Keith – The guys who keep me coming back to the table and pushing me to expanding my horizons. They don't know it yet, but they will be among the first unlucky enough to play test this with me.

Suckas!

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Inspiration comes from Risus, PDQ, Fate, 1km1kt.net, Savage Worlds, TMNT, Gothikus, and a host of movies, books, and TV shows that I will not waste your time listing.

Creation details:

- 5:13am, 13 May 09, Started with initial idea and blank page
- 9:17am most of mechanics worked out and detailed
- 9:18am worked on example ScareBears and the bestiary
- 11:30am to 3:00pm had to break due to work demands
- 3:07 began working on layout, realized stupid Word has a pdf plug-in you have to download and install...gah!
- 5:14pm, I officially hate the way Word handles background images and their size, at it now for 12 hours, 5:40 started work on character sheet
- 8:10pm finally worked out a character sheet I was happy with
- 9:55pm, fleshing, adding detail, starting to feel the Zmonster hit me
- 1:30am, proofreading and fixing up some graphics, wrote the next page

Completed – 2:14AM, 14 May 09

A 24 Hour RPG

Why?

Teddy Bear Blood Sport was created as part of the 24 Hour RPG Challenge. For more info, see: <http://www.1km1kt.net/comunity>. I recently found myself stuck on an Air Base in Iraq with nothing but time on my hands and I wandered across the 1km1kt website and saw a title in the list that I had not noticed prior...Teddy Bear Blood Sport. My mind instantly flashed all sorts of ideas and I figured since I had the time, what the hell.

I am always tinkering around with systems, thinking I could one-up the original writer and so for me, this is sort of a personal test to see if I could even do this. Coming up with a nearly complete system, setting, etc in under 24hrs is exhausting, but I am glad I did it. And I will likely do it again. I certainly hope a few people enjoy this as much as I enjoyed creating it, and on the off chance that someone actually uses this, please contact me and let me know how it went

About Me

Not that you care, but hell every author does it, so I guess I will conform. I am a career soldier in the US Army, been playing RPGs since I received my first Red Box D&D for a birthday present long ago (thanks Chet). I am an avid rules-lite guy, officially in love with Risus, but always keeping an eye out for that *next* system I like.



Snik

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14 May 2009

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At one time their stores were once populated every strip mall in America. Children would line up to create their new friend: pick a skin, eyes, a nose, the mouth and then fill it with fluff. It was magical experience and every child wanted one. However, soon the economy failed and the stores were left to decline, leaving thousands of empty husks hanging lifeless on the shelves, waiting for someone to give them a home and love them dearly. This love never came.

Dr. Reginald Keeton, the CEO of TeddyBears, Inc. took three popular things and combined them into a marketing frenzy unlike anything anyone had seen before. Reality TV, Blood Sport, the cute wasted husks of the Teddy Bears of his empty stores and created entertainment that took the world by storm.

Dr. Keeton was as astute and powerful if misguided student of the occult and used his talents in dark magics to invest the empty husks with lost souls he pulled from the depths of Hell. This act of desperation led to many of the bears to be home to some of the most vile and twisted souls ever seen by humanity. However, this worked to his advantage...for a time. The bears were bloodthirsty killers and performed exactly as he directed.

Children and their misguided parents lined up to watch their favorite stuffed animals slash and tear each other apart, ripping the enchanted fluff from their guts, all while the audience screamed in

sheer joy. The show became a massive hit and things were great for many months and TeddyBears, Inc. saw huge profit margins and Keeton was hailed as a master businessman. He named his creations ScareBears.

Then the trouble began. The souls became restless and unhappy in their condition. Frankly, they were a little pissed they had been trapped in puny little furry bodies, can you really blame them? People began disappearing from the set of the TV show, the telltale sign of a little fluff left at the scene of the crimes was a dead giveaway as to who was at fault. Initially Keeton did all he could to cover the problem and continue his show. Quickly the bears outsmarted him and began plotting.

Recently, a few bears failed to appear for their performance. Their cages were checked but found empty. The ScareBears have been released upon the world. Keeton nervously now watches his back.

Enter the world of

Teddy Bear Blood Sport!

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Editors Note - Throughout this document we refer to all creatures of fluff as 'bears'. In no way is this to be considered an affront to all creatures of fluff that are not bears and is merely used as a way of being concise and to the point. So shove it!

Introduction

You are little evil sadistic furballs. Need I say more?

Originally the Teddy Bears from TeddyBears, Inc. were those cute little fluffy bears that children around the country love to go to the mall and create. Picking their fur color and style, the eye color, their noses, fill them with fluff and then pick out their outfits. Well they would be, except for the twisted, evil spirit possessing their little furry, soft bodies. In the beginning these spirits are hell-bent on one thing, torturing and ripping apart their opponents for glory and fame. Now, they have broken free of their captors and are hiding among our society looking for revenge on the person that trapped them in these weak, fluffy forms.....Reginald Keeton.

In *Teddy Bear Blood Sport* you take the form of twisted and conniving Teddy Bears that are possessed by evil spirits torn from the very bowels of the lower planes of Hell. As one can imagine, being a powerful demon used to raping and pillaging across the planes and now stuck in a cute little fluffy body is difficult to take. Many a bear has needed therapy, usually in the form of shredding unsuspecting parents and children.

The bears' presence is not a complete secret and the local and federal authorities are hot on their trail while Keeton has his specially trained Bear Hunters™ hunting down the bears. Getting their revenge will not be an easy task.

Are the Teddy Bears up to it? Only you can help decide their fate!

What You Need to Play

To play *Keeton Must Die!* you will need a handful of d6s that you can steal from just about any old board game out there. Go find Mousetrap, Risk, Yahtzee, and whatever game you have not played in the last ten years and make use of those dice. You will also need a copy of these rules (duh!), print out of the character sheets if you want to be all official, some paper and pencils.

Most important of all, you will need two to four good buddies who would like to shred some flesh, and make the sorry saps they call friends bleed their guts out at the hands of a ruthless and demented little furball!

How to Play the Game

Teddy Bear Blood Sport is a simple game focused on getting you into the bloody action of the game and it uses a fairly simple mechanic to facilitate this. All action uses a dice pool method to resolve contests. Players will add dice to form a pool to roll, counting every dice that results in a 4, 5, or 6. These are a success and the total number of successes is compared to either a difficulty number assigned by the Bear Master (BM) or an opposing roll's total number of successes. The side with the most successes is deemed the winner of the contest.

The Bears' Dice Pools

When attempting a contest, players will add the dice from the appropriate Stat to any applicable Trait dice. This total will be their die pool to roll for that contest. BMs may apply bonus dice for exceptionally creative players who really put deep thought into their actions. Additional

dice may be added for equipment as well. Having that Viking Death Axe on hand is a clear indication of your intent to do harm upon others and spread carnage and destruction.

Simple vs. Opposed Contests

The BM will determine if a contest is a simple or opposed contest. Simple contests are ones that should be resolved with a single roll and usually have minor impact on the overall game. Examples would be picking a lock, sewing your leg back on, or lifting that pistol off that unsuspecting Federal Marshall.

Difficulty Numbers for Simple Contests

All simple contests use Difficulty Numbers to determine how many successes are needed for a player to be successful in their attempted action. BMs are encouraged to use common sense when consulting the short chart to determine Difficulty Numbers and invited to use any numbers in between those listed for more variations in the complexity of actions that players will attempt during a game.

<i>How Hard is the Task?</i>	<i>Difficulty Number</i>
Easy Shmeasy	2
A Challenge	4
Nary a Bear Can do	6
Super Bearish!	8

Example of a Simple Contest

Helgerd is attempting to escape a cage she has been placed in by the Federal Authorities who are having a stiff drink after discovering she is a foul mouthed toy with *Razor Sharp Claws*[4]. *Helgerd's* player states that she would like to use her *Cute as a Button*[3] Trait to attempt to trick the Federal Officer into unlocking her cage so she can rip his face off. The player determines her die pool is six based on her *Cute as a Button*[3] and

Mind[3] Stat. The BM uses the Fed's Mind[2] and Federal Authority Figure[3] Trait to determine the Fed has a pool of five. The BM offers a bonus to Helgerd due to the Fed having consumed too much Jack and Coke, a two die bonus, raising Helgerd's pool to eight. Both sides roll the dice and Helgerd easily convinces the Fed to open her cage with five successes to his two. The player narrates a disgusting display of embarrassing cuteness that would make any bear vomit and the Fed happily opens her cage, unaware of his impending, bloody doom.

Opposed Contests

Opposed Contest take place when a player comes up against an adversary that wishes to make them fail and the BM deems that the situation is too important to fall under the *Yes-man* rule. This can take the form of a police officer, Timmy's grandma, a computer firewall, Hezbollah terrorists, school bullies, the neighborhood watch team, or rabid feline in need of a new scratching post. Opposed contests are resolve in such a fashion:

- 1) BM will use common sense to determine which side acts first.
- 2) Starting side will state their intended actions, determine their die pool, and receive any bonus die from BM. Opposing side does the same.
- 3) Both sides roll their die pools and count successes. The side with the most successes is the winning side.
- 4) Determine the measure of success by subtracting the losing side's successes from the winning side's successes. The losing sides Traits are reduced by this number. If the Trait does not have enough die, then the remainders reduce the Stat that was used in the contest.
- 5) The winning side describes the resolution of the action within the realm of common sense and based upon their intentions. BMs have the option here to approve or modify the resolution to their whim (though they are advised to use this power minimally).

- 6) Based on the outcome, the BM can then provide the opposing side with an attempt at a contest, or move to another player's opportunity to cause carnage.

Example of an Opposed Contest

Helgerd has come across neighborhood watch cat and it stands in her way. Helgerd's player states she wishes to use her Razor Sharp Claws[4] to remove the feline's head. The BM tells her to use her Body[3] Stat in conjunction with this Trait. This gives her bear a total die pool of seven die for this action. The BM sets the feline's pool at Body[3] and Claws[2] for a total of five. Both sides roll. Helgerd's player gets four successes, while the BM only gets one. The measure of success is three (four minus one) and the BM tells the player that he reduces the feline's claws to zero and the cat's Body to two. The player then tells an exciting account of how Helgerd uses her sharp claws to slice off one of the feline's paws, spewing blood and gore everywhere!

Equipment

Some bears and other beings will carry equipment such as a Viking Axe, meat cleaver, crossbow, or even the rare uzi. These items serve as additions to die pools for actions wherein the player states he will be using said equipment.

Suggested Equipment List:

Katana	Whip	Corvette
Ninja Star	Uzi	Spartan Spear
Glock	Pirate Hook	Crossbow
Meat Cleaver	Rambo Knife	Rocks
Viking Death Axe	Syringe	Spiked Helmet
Roman Sword	Brass Knuckles	Flame Thrower
9mm Pistol	Vulcan Machine Gun	Nun-Chucks
Scythe	Mace	Club
Grenade	M4 Assault Rifle	Broken Bottle

Making Your Teddy Bear

Teddy Bears are unique and interesting individuals and players are encouraged to be creative when developing their bears. BMs are allowed to award additional dice for Trait selection for exceptionally creative or pretty players.

Beary Important Details

Before embarking on creating the crunch of your bears, first there are a few questions one should answer to *help flesh* out their bear. Use the following questions to bring the breath of life into your fluff (and mark your answers on your character sheet provided).

- **Form.** What form does your bear take? You might be surprised to find out that not all Teddy Bears are in fact bears. Many forms are available these days: lions, pelicans, turtles, mice, cats, and ponies.
- **Color.** What color fur does your bear have? Regardless of form, all bears are covered in cute, soft fur. So pick a color already. Pink is very popular.
- **Tool (Favorite Tool of Death).** Bears often have a favorite way of performing their favorite action. How does yours prefer to spread the love?
- **Sucker (A Sucker For).** This is the one thing you are a sucker for and will stop most activities to get, hold, own, eat, or whatever. Some typical things are chocolate, shoes, jewelry, baseball cards, Playboy Magazines, Pringles Potato Chips, and pizza.
- **Peeve (Pet Peeve).** Demon souls are fickle and peculiar things, the silliest things can drive them over the edge.

A Selecting a Form

Some forms will offer an inherent ability, and that is fine. Examples might include an elephant allowing the character to have *Elongated Nasal Appendage*[2], or an Eagle with a Trait of *Flight*[2], or even *Hardened Half Shell*[4] for a turtle. These special form-based Traits *do not* count towards the ten Trait dice detailed below in the *Teddy Bear Traits* section. A table with a slew of possible forms is below, but do not limit yourself to this list.

Example Form List:

Canine	Teddy Bear	Feline
Lion	Tiger	Moose
Duck	Turtle	Frog
Lizard	Goose	Pony
Unicorn	Snake	Gecko
Squirrel	Puppy	Rabbit
Fox	Chicken	Walrus
Chipmunk	Pelican	Elephant
Eagle	Rhino	Hippo
Zebra	Ferret	Armadillo

Teddy Bear Stats

Teddy Bears have three stats *Body*, *Mind* and *Soul* that describe their basic abilities within the game. Players receive ten (10) dice to distribute to their Stats anyway they see fit. No Stat can be start higher than six at bear creation. These Stats form the basis of the die pools players use to attempt contests during the game.

- *Body* is a measure of the physical toughness of the teddy bear's actual form. How tough his fur and fluff is in a fight. *Body* also serves as a measure of the material that makes up a Scarebear's form. If the bear loses *Body* during a fight, it may be that he has lost an arm, leg, or a large portion of fluff was ripped from his abdomen! Fear not, every bear knows how to sew.

- *Mind* is a measure of mentally capability of the possessing soul. All bears are not created equal, some understand only *Kill, kill, kill!* while others can understand far greater things such as hacking a computer or bypassing a security system.
- *Soul* is a measure of how connected the possessing soul is to the material world we live in. The stronger the connection, the more powerful the Teddy Bear.

If a bear's *Body* is ever reduced to zero dice he has suffered considerable damage to his fluffy frame and will require time or help to recover. Oftentimes a buddy can help the bear recover with a little needle and thread. As a bear is made of fluff, cloth, string, buttons and the like, the repair parts *do not* need to be his original parts, one can find replacement parts where ever available. A sew shop or pillow factory are a bear's best friend. If a bear is able, he can usually perform this needed *sew job* himself, bearing in mind the BM's discretion. Doing so costs a *Soul* die and the bear's original *Body* stat die total is restored.

If a bear's *Mind* is ever reduced to zero the bear has lost his noodle, more so than before. At this time he will become a pawn in the BMs evil plan and will embark upon a terrible campaign of acting like a real teddy bear...all cute and cuddly. The other bears will endlessly tease him and call him pansy names such as Cutesy, Honey-pot, Cuddly, Snugglebunny and the like. The only recourse for this is to spend a *Soul* die, at which time the player regains control of the bear and his original *Mind* stat die total is restored.

A bear's *Soul* is everything. His connection to this world is based solely on this Stat. When it falls to zero he has lost his connection to this world, becoming completely detached from the fluff and has returned to his dark plane of existence unfulfilled. While this might see like a welcome escape for the twisted souls, to them it would be a failure because they have not wrecked havoc upon the world enough to satisfy their evil ways, but most importantly Keeton has escaped and not been made to suffer in infinite and devilish ways. The only way to recover lost

Soul dice is terror and madness. Causing an unneeded death, with copious amounts of terror as deemed by the BM will restore lost *Soul* die. As might be noted here, a bear's *Soul* stat die level can be raised above their original starting level as the BM awards *Soul* die to those bears that are exceptional in their use of horror.

Teddy Bear Traits

Teddy Bears each have special Traits that set them apart and usually take the form of some blood thirsty skill such as *Chainsaw*, *Razor Sharp Teeth*, *Sword Mastery*, or *Cajun Ninja*. All Traits are considered equal in level and denoted with a number rating from one (1) to five (5). A Chainsaw (2) Trait is considered have the same level of skill as a Sword Mastery (2).

Players receive a total of ten (10) dice to purchase Traits, with no more than five dice placed in any one Trait. Traits can be raised later through exceptional role-playing and creativeness, all based on the BMs whim. For effective and engaging play, it is suggested that all bears start with at least three Traits, but this is not mandatory.

Sample Trait List:

Ferocity	Texas Hot BBQ Chef	Chainsaw
Razor Sharp Teeth	Sword Mastery	Knife Throwing
Swedish Ice Dancer	Swarthy Pirate	Spanish Explorer
NASCAR Driving	Claws of Doom	Too Cute Not to Trust
Ambidextrous Tail	Opposable Big Toe	Thinks He is a Viking
Army Weapons Master	Ponytail of Doom	Momma's Little Hellion
NFL Cheerleader	Doctor of Death	Police Bear
Navy Seal Bear	Witch Doctor	Pop Star Bear
Medieval Knight Bear	American Indian	True Grit

BM's and players should note that the Traits above are only a small sampling of what is possible and are encouraged to come up with their own Traits to expand the game as they see fit. Using their Traits is a

fine art and at times the BM should be prepared to allow a Trait that at first glance may not be deemed appropriate for the contest the player is attempting. Sometimes that is ok, be a Yes-man. If a player can come up with a unique way in which his *Mad Iron Chef from Hell*[3] Trait can apply to escaping those Federal Authorities hot on his trail, the BM should allow it because creative players are a rare gem.

If you need inspiration for more Traits, simply visit one of these bear stores and check out the smorgasbord of clothing and accessories available for purchase.

Teddy Bear Signature Moves

Teddy Bears also have one unique signature move that is considered their 'master' move, and most often their favorite move to finish a foe off. *Spinal Rip, Eye Gouge, Limb Removal* and *Abdominal Cavity Evacuator* would all be excellent examples. At any time a player may opt to use their bear's Signature Move, however, doing so costs one die from their *Soul Stat* to be used. They must state this when they state their intentions during a contest.

When a player declares he will use his Signature Move, he receives *double* the number of dice to form his die pool for that contest. Calculate this multiplier after generating the total from the Stat, Trait, and any modifiers to the situation. Regardless if he is successful in his contest or not, the bear loses one die from their *Soul Stat*.

As most Signature Moves are rather deadly, the player and BM should take care when utilizing them. When a player declares he is using his Signature Move and he is in battle with another person with a Signature Move or a *Soul Stat*, the BM may authorize the opposing side to spend a Soul die as well and double their die pool in defense against the attack.

If the player *IS* successful in their contest, the BM should allow them full measure in describing their awesome attack and how they ruthlessly slaughtered their enemy with their Signature Move. The better players describe this, the cooler the effect in the game will be. If the player narrates that they killed their target (which they may do), do not worry, most teddy bears can be reconstructed with a little string, some material, and the ever so important fluff.

The Character Sheet

The next thing we should probably do is go over the *Keeton Must Die!* character sheet, seen below. This is where you will keep track of your teddy bear characters and track their growth...or death in the game.

The character sheet template includes the following fields:

- Name
- form
- color
- tool
- sucker
- peeve
- trait (5 instances)
- die (5 instances)
- signature move

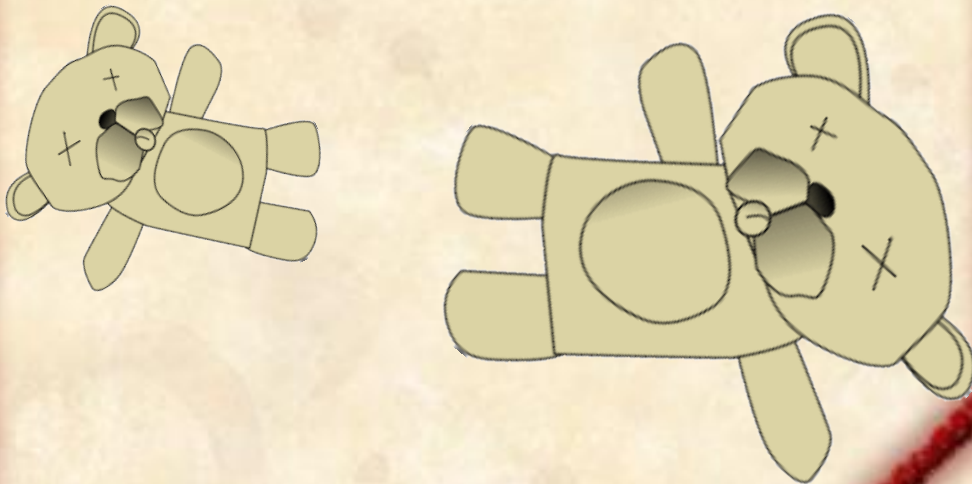
Of course the first thing you should notice is the handy spot for you to put your character's name. If you look to the right of that you will see a few spots for you to enter the details about your character you will enter in the next section, the *Beary Important Details*. These help flesh

out your character and put a bit of life into him. These will also provide clues for you BM to help make the game more fun.

Beneath those are the entry locations for the Traits, enter one Trait per line along with how many dice you spent on each one. At the very bottom is the spot for your Signature Move, that deadly move that helps you stomp total fluff.

You may have noticed the large round area to the left. This is the area to enter your three main Stats: *Body*, *Mind*, and *Soul*. Within each identified circle, write the number that corresponds to that Stat, then fill in or mark an 'X' in each smaller circle on the outside of each circle so that only the number of circles equal to that stat are empty. This is for easy reference later when you lose *Body*, *Mind*, and *Soul* during the course of your adventures. Just change the number, and you will always have a quick reference to your original Stat by counting the empty circles.

If you really want, you can add more background details on the reverse side of the character sheet, but odds are you won't survive long enough for it to matter, so I would skip it.



BMing the Game

Bear Mastering the game is an adventure unto itself. While the goal is to eventually locate and destroy Keeton and hopefully thereby undoing the evil, twisted spell he has cast upon these poor fluffy beings, the misadventures that can ensure up to that point are nearly endless as the bears trespass across the globe. Their adventures may cover all terrains, all nations, and all scenarios. Imagine as the bears must break into a friend of Keeton's mansion and get past his guards to hack into his computer to find Keeton's address on the man's PDA. Or perhaps they get word that Keeton is on a flight to Borneo and must sneak aboard the plane and search for him while in the air.

A Note on Being a Bear Master

Please take note that BMs are encouraged to allow players copious amounts of freedom during play and should partake in the allowance of saying YES to players' creativity rather than forcing a strict policy of rolling contests for every action. Be a Yes-man!

Using Those Extra Things on the Character Sheet

You may have noticed on the character sheet there are listings for Form, Color, Favorite Tool of Death, A Sucker For, and Pet Peeve. The first three are merely there for players to flesh out their creations and add a little flair to each to help distinguish one bear from the next. Now, as the BM, you should focus on those two I left out.

A *Sucker For* is the perfect vehicle for the BM to stir things up during a game by introducing the exact thing that the player cannot in good faith pass up. This is the perfect thing to



introduce to the character just as he needs to focus on something, or to help him make a decision you can always put his *Sucker* along the wrong path and watch him gleefully head to his own doom.

A character's *Pet Peeve* is like a personal invitation from a player to the BM to send the world crashing down around the player's head. The *Pet Peeve* is the one thing that can push the bear over the

edge. This can create some good ethical and moral issues as well. Players who display excellent role-playing ability here should be rewarded with extra *Soul* die for his character.

The Tone of the Game

Clearly this game is made with an eye towards gory and bloody silliness along the lines of Television shows such as *Buffy the Vampire Slayer*, *Angel* (especially the puppet episode), or movies such as *TMNT* and even better, the classic *Killer Clowns from Outer Space*. BMs should encourage silliness and light hearted gaming while running this game...and of course spilling blood whenever possible.

When Traits do not Make Sense

Sometimes during the course of a game a player will ask to use a Trait that simply does not seem to apply to the current situation. This is not cause for serious alarm. Give the player two minutes to devise how and why that particular Trait could be used in this situation. If the player is creative and can imagine up a crazy way to make it apply, let it fly. If the player is simply stumped but insists on using the Trait, allow it but with a die or two penalty. Odds are, unless the player is truly desperate (and in that case you just be a nice fellow and let him use it) he will reconsider the situation and find another way to cause trouble.

Non-Fluffy Beings

Non-Fluffy Beings, such as humans do not have a soul, thus they have no Soul Stat rating and cannot thus call upon Soul die to help them recover from wounds, mental or physical. When their Body Stat falls to zero, then are done, kaput, finito, usually in a large puddle of ooze and gore.

If their Mind stat falls to zero, they are overcome with the insanity of the situation they find themselves in (battling insane little furry being of death incarnate will do it) and they run from the situation as fast as possible, pee themselves, or cry for mommy and suck their thumbs. Isn't being furry and mean fun?

Calling for Contests

As a BM, remember that not all contests must be a combat situation. Oftentimes some of the most enjoyable role-playing can occur when players are pitted against situations that force them to use their Traits in ways they would not normally think they apply. Put the players in situations where they need to talk themselves out of a sticky situation, where a blood bath might not be the smartest thing to do.

Adventure Ideas

Below are a few adventure ideas I came up with to help you get started. You will notice that they are quite different and how they might test other Traits a character might have besides just combat and devastation skills.

The Chicago Lab

Chicago is home to the worst sort of scum. A bear you know has it on good information that one of Keeton's remote laboratory facilities is located not far from your team in a cute little suburb of Chicago. The lab is masquerading as a TeddyBear Factory Direct Store where hundreds of kids a day create their own Teddies. If the team can somehow sneak into the store and gain entry to the back offices and lab, they might be able to glean some intelligence on where Keeton's secret lair is located. Rumor has it the latest TeddyBear, Inc model Scarebear is stored here waiting for its release later in the month...the ferocious *Zombie Panda!*

PAWS!

The mysterious symbol for the group known as P.A.W.S. has shown up on your turf! The Persons Against Wrongful Science claims not to be a gang or terrorists group, but they have been indicted in sixty-nine counts of vandalism, loitering, toy-store defacement, and a host of smaller crimes directed against anyone in the teddy bear toy industry. No one is safe! Bears in the know, swear that PAWS is a group made up of the original ScareBears who are trying to right the wrongs that Dr Keeton has done and set all TeddyBear,



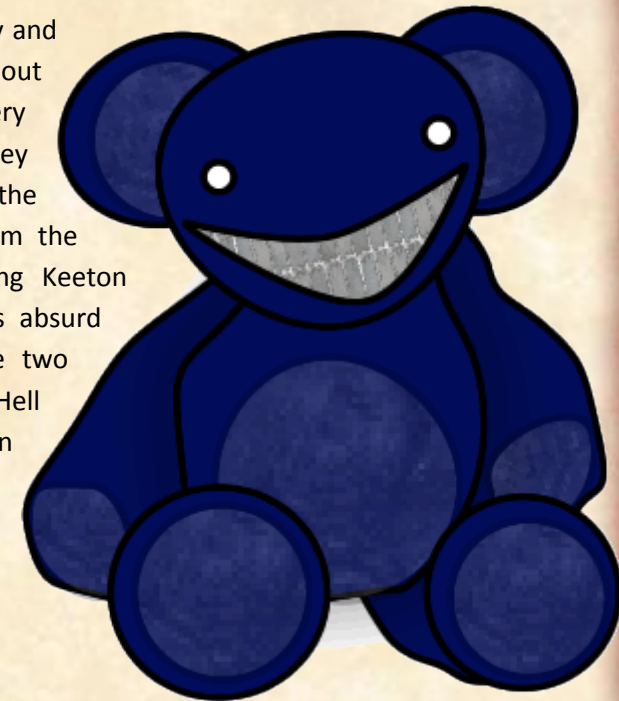
Inc.'s creations free. Why is their symbol showing up on your turf? What nefarious plans does the secretive group have?

Studio 73

Studio 73 is a popular hang out among the socialites of the Hollywood elite and lucky for you they have also decided that TeddyBears are the latest fad thing to own. So slipping in should be easy, that's only where the problem starts. The club's owner has a bear phobia and he has captured one of your best buds and is holding him for Dr. Keeton. You need to bust in there like there is no tomorrow and show them these bears mean business! However, caution should not be waved since Dr Keeton could show on the premises at any moment.

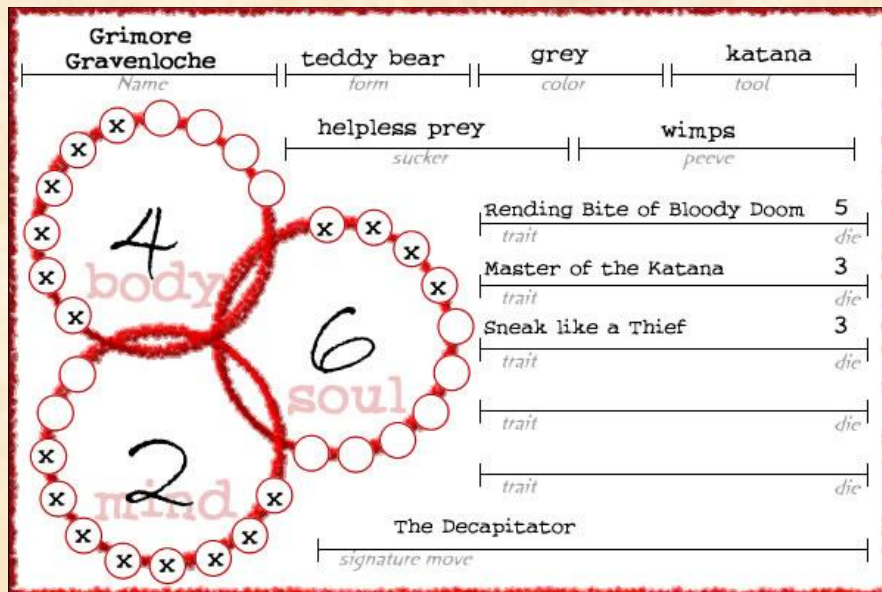
Sample Scarebears

Below are a few of the more famous Scarebears that have escaped captivity and are running amok throughout the land, causing pain, misery and death everywhere they wander to. As many of the ScareBears carry with them the constant burden of finding Keeton and punishing him for his absurd sin of creating them, the two below are no different. Hell bent on raining destruction on those around them as they search for Dr. Keeton to unleash misery upon his soul!



Grimore Gravenloche

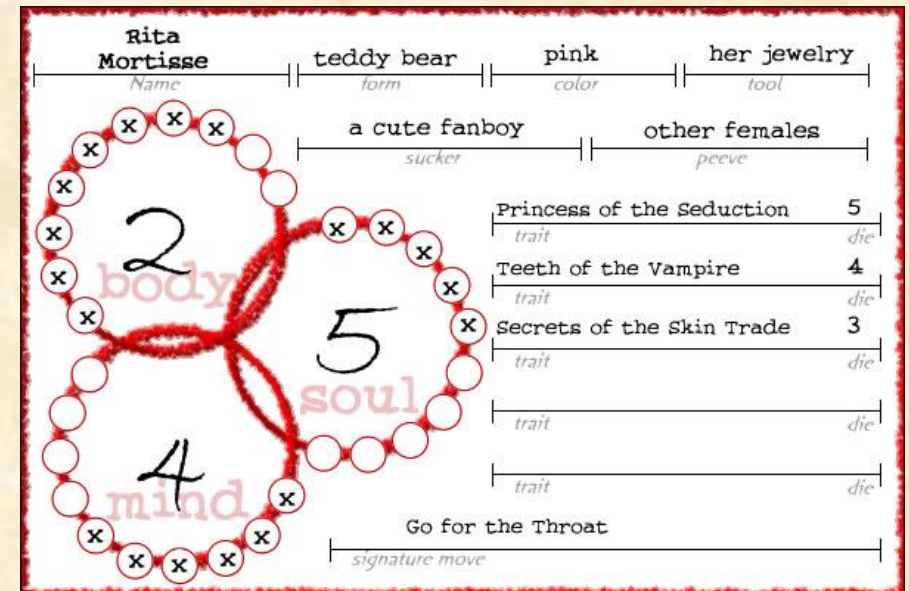
Grimore Gravenloche is a famous and notoriously vile being who takes extremely pleasure in causing pain and anguish in those he meets, including other bears. He prefers to surprise his enemy with an attack from behind to subdue them and allow him ample time to torture them. Thus, he not a figure to be messed with.



Grimloch's current whereabouts are unknown; however rumor has it that he is located somewhere on the east coast, most likely near the coastline and living in an abandoned building. If and when he is found, he will certainly not be a happy camper...unless you like to be tortured.

Rita Mortisse

Rita Mortisse is an evil, mind twisting, wench. She favorite tactic is to play with her pray, get them to accept her a cute little play toy, and then show her true colors and rip their throat out. She is a cute little pink teddy bear with sparkling blue eyes and a large soft velvet bow.



Bestiary

What follows is a brief listing of possible beings that the bears could encounter in their adventures.

Police Man

A typical civil servant who attempts to protect the public from things like you. He or she is upright, faithful, and can call buddies on the radio to help them.

B[2] M[3] *Policeman Training*[3], *Authority Figure*[2]

Pistol [2], Police Baton [1]

Timmy's Grandma

Grandma, while old and frail in appearance, can be a force of nature when her kin are in danger. Typically carries her false teeth (a nasty and vile missile weapon similar in use to a ninja star) and a cane or her walker.

B[2] M[2] *Farmerville Knitting Champion*[3], *Shrill Voice*[2], *False Teeth Volley*[2]

False Teeth [1], Walking Cane[1]

Signature Move: Grandma can toss her teeth with deadly precision and is highly skilled at the knockout blow to the brow. Being that Grandma has no soul, she can perform this action but once.

Neighborhood Dog

Typical in many neighborhoods, this can be a trained guard dog or a wander wolf-German Sheppard mix. Completely dislikes the unnatural things that possessed bears quite naturally are. They can use their Bark of

Summing to call for additional canine ally to appear and help with a successful Single Contest against a DN2.

B[3] M[2] *Sharp Teeth and Claws*[3], *Bark of Summoning*[2]

Federal Agent

The Federal Agencies are hot on the trail of the murdering bears, and they are tracking them to stop the madness. Due to their special training in situations like this, they can be deadly to the bears.

B[4] M[3] *Federal Agent Type Skills*[4], *Man in Black*[3]

Pistol [3], Electrocuting Net [2]

The Fed's Electrocuting Net is a special pistol that fires a nanofiber net that can shoot approximately fifty feet. When a successful contest is made the target (one small child sized target) is ensnared in the net and any attempt to free him causes one die of *Body* damage, including any attempt by the target.

Bear Hunter™

Specially trained by Keeton, these elite bear hunters are trained to destroy any bears they locate on site...immediately. They offer no remorse or pardon, only death. They are to be feared, sort of like agents in the *Matrix* movies. They are constantly developing new equipment and tools for them to use on their mission of bear eradication.

B[5] M[4] *BearFU*[4], *Small Arms*[3], *Sneaky Bastard*[4]

Pistol [3], MicroAtom Machete [3], Napalm Pistol [2]

The dreaded Napalm Pistol is the latest and greatest from TeddyBear, Inc. R&D division. It is light enough that every Hunter can carry one, yet powerful enough to shoot a jet of flaming death across the room at an unsuspecting bear. When a successful contest is made with the pistol, the

target is engulfed in flames, receiving two die of damage directly to their *Body Stat* initially, and another die directly to their *Body Stat* every round until the flame is extinguished...which is not easy. Complete submersion in water or complete removal of oxygen is about the only proven method for dousing the flames. Given this pistol alone, most bears run when a Hunter is spotted.

Dr. Reginald Keeton

The evil mastermind (or loon, depending who you ask) behind our entire story, Dr. Keeton is a unique individual because unlike most human beings, he has a soul. It may be a dark twisted, vile soul, but a soul nonetheless. This makes him very powerful indeed. And thus the teddy bears are correct in fearing him. Using his long years of playing around where humans ought not to go, Keeton has learned many things about the dark arts and the best ways to combat evil souls from Hell.

Dr Keeton maintains a secret lair hidden deep within the Appalachian Mountains in West Virginia. This secret lair is hidden deep within a mountain aptly dubbed Mount Keeton, masquerading as a dormant volcano. It is here that he first created the ScareBears and many a bear can vaguely recall a lake of orange lava when they first opened their eyes to the world. The volcano serves as the world headquarters for *Bear Hunter™ International!* At this location, all the Hunters gather, train, and hone their skills in hopes of one day riding the world of the terrible teddy bear menace!

It is also in this lair that his secret lab is located. Within the very secretive lab new technologies to combat teddy bears are developed and tested. The sad few teddy bears that remain captive there are the subject of terrible torture, including medical and psychological tests, and the worst, the infamous watersurfing enhanced interrogation method (authorized by Dick Cheney).

Those teddy's that have managed to escape tell of the horrors of Mount Keeton have spoken of a massive labyrinth of tunnels, chambers, cells, and training and testing facilities here. And even as Dr. Keeton despises the teddies he has created, his lab is still churning out more and more new ScareBears every month. Perhaps the money is just too much of a draw for him....?

Though Keeton claims to be a human, clearly the fact that he has a soul is a clear indication of the truth!

Dr Reginald Keeton	human being	pink	his mind
<i>Name</i>	<i>form</i>	<i>color</i>	<i>tool</i>
Sexy Lady		those damn bears!	
<i>sucker</i>		<i>peeve</i>	
Lord of the Dark Force			6
<i>trait</i>			<i>die</i>
The Very Definition of Mental			5
<i>trait</i>			<i>die</i>
Built like a MetroSexual Model			4
<i>trait</i>			<i>die</i>
Took KungFu lessons			2
<i>trait</i>			<i>die</i>
Minofilament Kanata			2
<i>trait</i>			<i>die</i>
Tedy Bear Head Removal			
<i>signature move</i>			

In addition to himself, Dr Keeton always has two to four staff workers around him dealing with various pieces of scientific or occult equipment. He will also have at least two medically enhanced body guards stationed near him at all times.



Character Sheet

Name	form	color	tool
sucker		peeve	
body	trait	die	
	trait	die	
soul	trait	die	
	trait	die	
mind	trait	die	
signature move			

Name	form	color	tool
sucker		peeve	
body	trait	die	
	trait	die	
soul	trait	die	
	trait	die	
mind	trait	die	
signature move			

Name	form	color	tool
sucker		peeve	
body	trait	die	
	trait	die	
soul	trait	die	
	trait	die	
mind	trait	die	
signature move			

Name	form	color	tool
sucker		peeve	
body	trait	die	
	trait	die	
soul	trait	die	
	trait	die	
mind	trait	die	
signature move			