

# Mother's Milk



## Role-Playing Game

Created by

Michael Radzichovsky

AKA

Drohem on Internet

# Preface

The *Mother's Milk Role-Playing Game* is my entry for the [24 Hour RPG Project](#) hosted by [www.1KM1KT.net](http://www.1KM1KT.net). This is my first 24 Hour RPG submission. I started writing the *Mother's Milk RPG* on 06/20/2009 at 12:00 MST. The topic I chose for the *Mother's Milk RPG* is Primordial Chicken Soup. This game is dedicated to my wife Ginger and my daughters Natasha and Tatyana who graciously spent the night at grandma's house so that I may participate fully in this project.

I have always been fascinated by anthropomorphic creatures in mythology, literature, and fictional sources such as cinema, video games, and comics. I would ask of the reader not to label this game as a 'furry' game as that term has garnered a negative connotation with some portions of the role-playing community lately. In many ways, this game is homage to one of my favorite obscure role-playing games, the *Justifiers RPG*. The *Justifiers RPG* was written by Gideon and published by StarChilde Publications in 1988.

This game is a fictional game. Although there are some pseudo-scientific assumptions behind the game's development, given the time frame for creating this work I did not do any diligent scientific research; this all sprang from my head. In addition, the events and names described herein do not have any connection to the real world other than their fictional use. The use of a Chinese religious extremist group in the text does not denote any bias or prejudice towards the Chinese people or any particular religious group by the author.

Readers that are familiar with a wide selection of role-playing games will see familiar terms for certain aspects of role-playing games. I chose to use terms that would be familiar to the wider audience of readers. I do not mean to infringe on any copyrighted material with the use of certain terms in the *Mother's Milk RPG*. All images are free clipart from [Microsoft Office Online](#). I sincerely hope you enjoy this role-playing game. Thank you for your time and energy in reading this work.

**This work is licensed under the Creative Commons Attribution-Noncommercial-Share Alike 3.0 United States License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/3.0/us/> or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94105, USA.**



# Table of Contents

<b>Front Cover</b>	<b>Page 01</b>
<b>Preface</b>	<b>Page 02</b>
<b>Introduction</b>	<b>Page 04</b>
<b>Chapter 1: The World</b>	<b>Page 06</b>
<b>Chapter 2: Creating a Character</b>	<b>Page 08</b>
<b>Chapter 3: Game System</b>	<b>Page 14</b>
<b>Chapter 4: Special Abilities</b>	<b>Page 17</b>
<b>Character Sheet</b>	<b>Page 19</b>
<b>Rear Cover</b>	<b>Page 20</b>

# Introduction

The *Mother's Milk Role-Playing Game* (RPG) is a game of collaborative storytelling between two or more people (Players) where some of the outcomes of events in the stories are determined by simple dice mechanics. One person takes on the role of the Game Master (GM) and the other people playing the game take on the roles of Player Characters (PC). A character is a fictional persona that a Player creates using the mechanics of the game to interact with the story and setting that the GM has created. The GM takes on the roles of all other characters, or non-player characters (NPCs) within his fictional world, and presents the setting in which the story unfolds for the player characters to interact with the story and setting.

Unlike other types of games which are finite, role-playings are different in that there is no set or defined endgame like in checkers or chess. The game is played in a series of sessions which may last anywhere from an hour up to six or more. However, the average gaming session last about three or four hours long. In a gaming session, the GM will present the players with some challenges for their characters to overcome and progress the story line of either the session or campaign. A campaign is usually several sessions played in succession that relate, either directly or indirectly, to the same story line. Usually the end of a campaign is considered the end of a specific story line and the players' characters are retired. However, that is not the end of a role-playing game as the players and GM can create new characters and new story lines to play again and again.

Unique to role-playing games is the concept of character death. As in novels and movies, a player's character may die in the story line. However, this does not mean that the player is out of the game permanently. The player is able to create another character and return to the story line as another complete and separate persona. It is possible for a player to create and control more than one character at the same time, but it is recommended that a player one control one character at a time. This will allow the player to focus on the goals and motivations of a single character more fully, thereby enhancing their experience and interaction with the game for themselves, the GM, and any other players in the game.

As in life, the outcome of certain actions is not guaranteed and the *Mother's Milk RPG* uses the random outcome of dice rolls to simulate the possible, and probable, chances of success and failure. All that is required to play the *Mother's Milk RPG* are some friends, a vivid imagination, and several 10-sided dice (d10) and 6-sided dice (d6). These dice can be found in most hobby and gaming stores, both brick-and-mortar and online.

In the *Mother's Milk RPG*, a Player or GM may be called upon to roll multiple dice to generate a number. This might be notated as '2d10' whereas two 10-sided dice a rolled together and the result of each die is added together to produce a single number. In this example, if a '2' and a '5' were the result of the dice rolls, then the total of both the rolls would be called as a '7.'

# Chapter 1: the World of *Mother's Milk RPG*

The *Mother's Milk RPG* is a role-playing game of the Modern genre, which can be more specifically defined as an alternate, or divergent, history of our real world. Events and dates from our real world are same in the history of the *Mother's Milk RPG* up to the date of May 27<sup>th</sup> 2000. However, after that date, the story line created by the GM and Players of a game will diverge from the events of our real world and take on a life of its own.

The date of May 27<sup>th</sup> 2000 is significant in the timeline of the *Mother's Milk RPG* because it is the date that the Mother's Milk was discovered by an international team of scientists stationed in Antarctica. On May 24<sup>th</sup> 2000 a massive and singular earthquake rocked the frozen continent of Antarctica displacing massive ice sheets and creating massive fissures across the continent. Three days later, using satellite imaging, the science team of the International Antarctica Research Station (IARS) discovered a huge cave entrance in the actual land of the continent that was exposed by an enormous fissure and break away of a huge ice sheet. Thermal imaging hinted that the ambient temperature within the fissure was significantly higher than above. Scientists of IARS entered the cave and started to explore it. Several miles into the strangely hot cave, they discovered a unique pool of ooze. Taking samples back to for research, it was quickly discovered that this ooze was composed of unique organisms which have yet to be discovered by man.

Shortly after the discovery of these new organisms, scientific research teams from all the industrial nations of the world discovered that, what was dubbed the 'Primordial Ooze' by the media at first had significant and wide-spread medicinal applications. Medical research and drug development teams from all over the world began earnest study and development of the organisms' medical properties. Less than a year after research started, it became clear that the Primordial Ooze was a miracle substance. Researchers working with the organisms within the Primordial Ooze who had illnesses mysteriously became well and healthy again. Both private corporations and governmental organizations all over the globe started a fevered race to create drugs to cure everything from AIDS to the common cold. Within three years of its discovery, the first real cure for AIDS was produced, followed shortly by drug that cured colon and pancreatic cancers. After these discoveries, the Primordial Ooze took on various names given by the media such as God's Mana by religious sources and Gaia's Gift by other sources.

Soon after the initial cures for AIDS and certain cancer types, cures for almost all other human ailments were being developed. However, the developments of these drugs were expensive and labor intensive, and slowly produced. As with most new technologies and developments, these life saving cures were available only the wealthy. Even though most industrial governments of the world promised their lower income masses that inexpensive versions of these miracle cures were being developed, and would be made widely available to them, social discord arose from this glaring economic gap. Social protests and groups became widespread all over the world due to the slow

development of cheaper drugs and delivery methods. Governments all over the globe struggled to keep anarchy at bay due to the anger and ire of the poor masses.

Out of this social unrest, extremist groups of both a secular and religious nature arose. Recipients of the various miracle cures also received secondary benefits from the drugs. Their immune systems were bolstered and strengthened against other diseases, viruses, and bacteria. They were healthier than those who hadn't had access to one of the drugs derived from Primordial Ooze. Both religious and secular groups became concerned with the implications of these miracle drugs, especially since long-term medical studies were not conducted before these drugs were produced and marketed.

On May 24<sup>th</sup> 2009, a Chinese based religious extremist group, the Humanity Resistance Army (HRA), had successfully infiltrated the Chinese nuclear submarine 09-2 SSBN and assumed control of it. As the world had suspected, the 09-2 SSBM was armed with nuclear warheads. Two days later, it was leaked from the Chinese government that the nuclear submarine had been hijacked and its whereabouts were unknown. Several hours after this terrible news hit all the airwaves, the HRA's leader, a Chinese-American expatriate soldier named Daquan Keeton, made its goals known to the world through a viral Internet campaign. Their goal was the destruction of the Primordial Ooze to prevent divergent human evolution as a consequence of the various miracle drugs derived from it. By this time, primary long-term research on recipients of what was now collectively labeled the Primordial Chicken Soup has revealed that their DNA had been altered in ways which current, or future, medical technology could not fully understand.

On May 27<sup>th</sup> 2009, the world and humanity was irrevocably changed by the launching of an unknown number of nuclear warheads from the captured Chinese nuclear submarine 09-2 SSBM. Using state of the art military guidance technologies, an unknown number of nuclear warheads successfully penetrated the Primordial Ooze cave causing a massive nuclear explosion which vaporized the pool of Primordial Ooze and sent its organisms into the atmosphere; thereby exposing the biosphere to the heat-resistant organisms, dispersed into the world's oceans and onto all continents by the winds. In the wake of the world's most powerful nuclear explosion, the Chinese submarine 09-2 SSBM and its hijackers were destroyed.

Fearing a massive radioactive winter that would blanket most of the southern hemisphere, most of the populations of the world panicked. Third World nations disappeared overnight to be replaced by complete social anarchy. The industrial and First World nations of the world barely maintained any semblance of order. The only thing that saved the world from descending into total and complete chaos was the Primordial Ooze itself. It was quickly discovered that the vaporized organisms consumed the radioactivity of the nuclear fallout, and even thrived on it. Most of the world that had degenerated into chaos and anarchy started to resume some semblance of order once this discovery became known worldwide. Civilization would not fall as a consequence of the HRA's terrorist attack on humanity.

Nine months after the nuclear explosion, it became abundantly clear exactly how the world and humanity was irrevocably and forever altered. The first New Animals were born to human parents all over the world. New Animals were a new species of hybrid humanity; a cross between existing mammalian species and humans which were bi-manual, bi-pedal, and intelligent. There was no defining mammalian hybrid born of human parents. A bear New Animal would be born to one couple, while a rabbit New Animal would be born to another couple. It appeared that the consequence of the Primordial Ooze being vaporized and absorbed into the biosphere was a reorganization of the DNA sequences in the embryos of those human females that were in their first trimester of pregnancy. These births seemed to be completely random as human children were also born of women who were pregnant at the time of the dispersal. However, the human children born of this generation were different from their human parents in that they were in better physical and mental condition. Inadvertently, the HRA's terrorist attack achieved the exact opposite of its stated goal.

The world of 2029 is one struggling to restore civilization to all corners of the world, as well as cope with quick development of a new species of humanity, the New Animals. In the world of the *Mother's Milk RPG*, there has been no unified response or treatment of the New Animal species by humanity; just as there is no defining mammalian class dominating the New Animal species. A person in the world of 2029 is just as likely to see a bear New Animal on the subway train as a rat New Animal. Social, political, and religious norms from centuries of human existence have been cast into turmoil as humanity struggles to cope with the changes to their world and belief systems.



## Chapter 2: Creating and Defining Characters

In the *Mother's Milk RPG*, a character is defined, or quantified, by their **Primary Attributes**, **Secondary Attributes**, **Skills**, and **Special Abilities**. A character's Primary Attributes are generated either through the Random Generation Method or the Point-Buy Method. A character's Secondary Attributes are derived from the Primary Attributes using a specific formula. Skills are used to define a character's capabilities that are not rooted in their genetically determined physical and mental abilities. In the *Mother's Milk RPG*, Special Abilities are unique to New Animal characters and are used to simulate physical and mental abilities above the human norm.

### *Choices in Character Creation*

As a Player creating a character for the *Mother's Milk RPG*, there are several choices that will define and individualize the character:

- **Character Species-** is the character a normal human, Altered Human, or New Animal?
- **New Animal Genotype-** if the character is a New Animal, this choice represents the base mammal species choice for the character. Is the character a dog New Animal or squirrel New Animal? This choice will also help determine what Special Abilities a New Animal character might possess.
- **Cultural Background-** In what culture was the character born and raised?
- **National Identity-** Is the character American, Canadian, or Australian?
- **Religious Identity-** What religious, if any, denomination does the character belong to?
- **Skill Selection-** What skills has the character developed above and beyond the default skill value? The choices made in developing the character's skills will also help to define the character's role in society; is the character a doctor, soldier, or entertainer?
- **Character Name-** What is the character's given name? Does the character have a nickname or pet name? Does the character go by more than one name?
- **Physical Characteristics-** How old is the character? What is the character's height and weight? What is the character's eye, hair, skin, or fur color?

### *Humans and Altered Humans*

By the year of 2029, almost all humans have been altered by the vaporized Primordial Ooze. They are slightly healthier, stronger, faster, and more mentally capable than their parents' generation and any survivor of previous generations. The difference is significant in that it is notable and definable within the terms of the game system of the *Mother's Milk RPG*. All human characters created as Player Characters in the *Mother's Milk RPG* are assumed to be Altered Humans. However, a Player is free to create a human character that was not altered by the vaporized Primordial Ooze. Also, the GM



will create NPCs who are not Altered Humans to populate his sessions, campaigns, and story lines.

### ***New Animals and Genotypes***

A Player may create a New Animal of any mammalian species that existed as of the year 2000 in our real world. Real world mammalian species that became extinct prior to the year 2000 are not available as a New Animal character in the *Mother's Milk RPG*. A Player Character has a lot of personal choice in their New Animal Genotype. A Player could simply state that their New Animal character is of the canine Genotype, or they could even be more specific such that they would state that their character is either a Rottweiler or Timber wolf New Animal. The Player's choice of New Animal genotype will determine what, if any, Special Abilities the character will possess, as well as any Primary Attribute modifiers.

### ***Reproduction of Humans, Altered Humans, and New Animals***

Within the world of the *Mother's Milk RPG*, normal humans are being bred out of existence; within another generation or two they will be completely gone. Scientists in the year 2029 are still struggling to understand the processes of how the vaporized Primordial Ooze affected humanity. Unfathomably, normal humans are able to bear New Animal children while remaining intrinsically human themselves. However, their human children are invariably born as Altered Humans.

Also perplexing to science is the fact that there seems to be no known process by which reproduction follows within the human species and New Animal Genotypes. A normal human couple that may have four children could have two Altered Human children, a Black bear New Animal child, and a Tabby cat New Animal child; or any combination of New Animal Genotype and Altered Human children. This would also apply to an Altered Human pairings or even a New Animal pairings. If a canine New Animal male and a canine New Animal female mated and produced children, there would be no guarantee that the children of the coupling would be canine New Animal as well.

As a result of these strange reproductive processes, the previously held conceptions and definition of family has changed significantly in the world of 2029 earth. Diversity and tolerance have risen as a result of this biological restructuring of the family unit. However, bigotry and shame are still prevalent throughout the various nations, cultures, and religions of the world. The juxtaposition of human specie and New Animal Genotypes within families, cultures, nations, and religious has significantly altered the psychological make up of what is considered humanity.

### ***Primary Attributes***

There are six Primary Attributes in the *Mother's Milk RPG*, which are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These attributes represent the raw physical, mental, and emotion

composition and aptitude of a character in the game. These attributes are assigned a numerical value between the ranges of 3-18, and are determined at character generation by either the Random Generation Method or the Point-Buy Method.

- **Strength-** This is a measure of the character's physical power and aptitude. How far can the character jump, how much can the character lift, etc. are some of the abilities that fall under this attribute.
- **Dexterity-** This is a measure of the character's hand-eye coordination and reflexes aptitude. How well a character can throw or catch an object are some of the abilities that fall under this attribute.
- **Constitution-** This is a measure of a character's stamina and ability to resist and heal from bodily damage. How long or far a character can run, or how fast a character can recover from injury are some of the abilities that fall under this attribute.
- **Intelligence-** This is a measure of a character's learning and mental processing ability. Recalling and processing information are abilities that fall under this attribute.
- **Wisdom-** This is a measure of a character's common sense and discipline. Maintain focus under pressure and making sense of information are some of the abilities that fall under this attribute.
- **Charisma-** This is a measure of a character's personality and acceptance by others. A character's persuasiveness and charm are some of the abilities that fall under this attribute.

### ***Random Generation Method***

Players choosing to use the Random Generation Method roll dice to determine the Primary Attributes of a character. Altered Human and New Animal characters are generated by rolling 2d6+6 six times, with the player assigning the scores to the six Primary Attributes as they choose.

Normal humans are generated by rolling 3d6 seven times, keeping the best three dice from each of the rolls and discarding the lowest result of the seven rolls. The player can assign the scores how they wish to these Primary Attributes: Strength, Dexterity, Constitution, Wisdom, and Charisma. The player must assign a score of 13 or higher to the character's Intelligence Primary Attribute. If the no Primary Attribute score generated is at least a 13, then the player may re-roll the character over again until at least one score of 13 or more is generated to assign the Intelligence Primary Attribute.

### ***Point-Buy Method***

Players choosing the Point-Buy Method have a pool of 88 points from which to distribute among the six Primary Attributes for either an Altered Human or New Animal character. A minimum score of 13 must be assigned to each of the six Primary Attributes, with the remaining points distributed as the Player chooses.

Players choosing to create a normal human character have a pool of 68 points from which to distribute among the six Primary Attributes. A minimum score of 3 must be assigned to each Primary Attribute, except Intelligence which must be assigned a minimum score of 13.

### ***Secondary Attributes***

There are five Secondary Attributes in the Mother's Milk RPG, which are Agility (AGL), Appearance (APP), Perception (PER), Health (HLH), and Speed (SPD). These Secondary Attributes represent aspects and aptitudes of a character that are not covered directly by a Primary Attribute. Each Secondary Attribute is calculated, or derived, from a specific formula using the Primary Attributes' scores. In all cases, if a fractional number is generated, then round up to the next whole number.

- **Agility-** This is a measure of a character's total bodily coordination. A character being able to dodge or move their whole body quickly are abilities that fall under this attribute. The Agility score is calculated by this formula:  $DEX+INT+WIS/3$ .
- **Appearance-** This is a measure of a character's physical attractiveness to others. A character using their sex appeal or good looks to influence others are abilities that fall under this attribute. The Appearance score is calculated by this formula:  $CHA+WIS+CON/3$ .
- **Perception-** This is a measure of a character's senses. A character being able to perceive, feel, see, or detect changes around them are abilities that fall under this attribute. The Perception score is calculated by this formula:  $WIS+INT+CON/3$ .
- **Health-** This is a measure of a character's ability to resist physical and bodily injury and still function. This Secondary Attribute is considered a pool from which points may be subtracted due to injury, represented by Damage Points, or points may be added due to healing, represented by Life Points. The Health score is calculated by this formula:  $STR+DEX+CON$ .
- **Speed-** This is a measurement of far a character can move in feet during a single game Round. The Speed score is multiplied by three ( $SPD \times 3$ ) to determine the number of feet that a character can move in a single Round. The Speed score is determined by this formula:  $DEX+INT/2$ .

### ***General Skills and Specialty Skills***

In the *Mother's Milk RPG*, there is no finite list of skills; in fact, there is no skill list at all. Both Game Masters and Players alike are encouraged to develop their own skills for use in the game during character creation, and future character development. This may seem daunting to inexperienced Game Masters and Players, but in practice it quickly becomes second nature.

Skills are divided into the two categories of **General Skills** and **Specialty Skills**. General Skills are broad and sweeping like *Melee Combat*, whereas Specialty Skills are more narrowly defined such as *Martial Arts* or *Knife Fighting*. Another example of a

General Skill would be *Senses*, whereas the skills of *Sight*, *Touch*, *Feeling*, *Smell*, and *Hearing* would all be considered Specialty Skills linked to the *Senses* General Skill.

General Skill scores are rated from the ranges of 1-10. A score of 1 in a General Skill represents no training in that particular skill, whereas a score of 10 in a General Skill represents a Mastery level of training in that particular skill. A score of 5 in a General Skill represents a competent level of mastery of that particular skill; enough for the character to perform routine tasks that are encompassed by the skill without much difficulty.

Specialty Skills are also rated from the ranges of 1-10. A score of 1 in a Specialty Skill represents no training in that particular skill, whereas a score of 10 in a Specialty Skill represents a Mastery level of training in that particular skill. A score of 5 in a Specialty Skill represents a competent level of mastery of that particular skill; enough for the character to perform routine tasks that are encompassed by the skill without much difficulty.

### ***Starting Skills and Skill Points***

The number of **Skill Points** that a Player has to spend on both General Skills and Specialty Skills is 50. This pool of 50 Skill Points can be spent as the Player chooses with a few guidelines.

- The maximum number of Specialty Skills allowed at character creation is limited to half the number of General Skills chosen.
- The maximum starting skill rating, or score, for any General Skill is 7.
- The maximum starting skill rating, or score, for any Specialty Skill is 5.
- Skill selection at character creation must be approved by the GM.

### ***Physical Description***

If the character is a normal human or Altered Human, then the Player is free to choose the character's height, weight, age, skin color, eye color, and hair color with the range of the real world human norm. This choice should also be based, relatively, upon other Player determined aspects of the character such as nationality and cultural background.

If the character is a New Animal, then the Player is free to choose the character's physical description within the norm for the New Animal's Genotype, with slight variations accounting for human DNA. However, there are guidelines for choosing the New Animal character's height and weight.

- All New Animals' height will fall within the range of 4'5" to 8'5" tall. This is chosen by the Player, and approved by the GM, loosely based upon the character's Genotype. As an example, a 5'0" tall rat New Animal may be

considered ‘tall’ for its Genotype, while a 5’0” tiger New Animal may be considered ‘short’ for its Genotype.

- All New Animals’ weight will fall within the range of 80 lbs. to 500 lbs. This is chosen by the Player, and approved by the GM, loosely based upon the character’s Genotype. As an example, an average bat New Animal might weight between 80 lbs. to 110 lbs. while a whale New Animal might top the scale near 500 lbs.

### ***Culture, Religion, and Nationality***

The Player is free to choose the character’s cultural background, religious background, and nationality from any of the real world choices. The Player should collaborate closely with the GM on these subjects, and choose based upon the GM’s current story line in the game. For example, if the GM decides that a particular campaign will be based in France, then most characters should be of French nationality, or nations that have close cultural and economic ties to France. Of course, the GM may allow a particular character in this campaign to create a Russian expatriate, or an American newly arrived in France. In addition, the GM may have divergent history from the real world between the years of 2000 and 2029. Perhaps, the GM has written into a campaign’s story line that the nation of Peru no longer exists, then Players should not choose a Peruvian cultural background without explicit GM approval. In all cases, these are loose guidelines in which the Player and GM are encouraged to discuss at character creation.

### ***Occupation, Wealth, and Starting Equipment***

As with most choices at character creation in the *Mother’s Milk RPG*, the Player and GM should discuss and arrive at an agreement on the factors of a character’s occupation, wealth, and starting equipment. Some GMs may have guidelines what a character may or may not possess at character creation. A character’s choice of occupation has a more concrete foundation which should be based upon the character’s set of skills. If the character has a significant amount of medical skills and knowledge of anatomy, then perhaps the character is a doctor, EMT, or combat medic. Here are a few guidelines on a character’s wealth and starting equipment.

- A character’s net worth should fall with the range of \$100,000 to \$1,000,000.
- A character’s starting equipment, and disposable wealth, should limited to about 1/10 of the character’s net worth.
- A character should have access to normal items appropriate for their occupations, net wealth, and nationality. As an example, a struggling college student in England shouldn’t be able to start the game with a SA-80 assault rifle, and a handful of L2 grenades.

## Chapter 3: The Game System

In the *Mother's Milk RPG*, dice are rolled to simulate the chance of failure or success for the task being taken by a character or NPC. At its core, it is a simple roll over vs. difficult number task resolution system. The GM will call for rolls when action is initiated within the story. In cases, the Player or GM rolls 2d10 and adds the appropriate Attribute Modifier, Skill Modifier, and Special Ability modifier to the roll, and then compares this total against the Difficulty Number set by the GM for the task. If the result of the roll and modifiers equal or exceeds the Difficulty Number, then the task was successful.

**Attribute modifier + Skill modifier + Ability modifier + 2d10 vs. Difficult Number**

### *Attribute Modifiers*

All Primary Attributes, and the Secondary Attributes of AGL, APP, and PER, have a numerical value of 1-24. The following chart provides the Attribute Modifier for the numerical value a particular Attribute Score.

<b>Attribute Score</b>	<b>Attribute Modifier</b>
3	-3
4 – 5	-2
6 – 8	-1
9 – 12	+0
13 – 15	+1
16 – 17	+2
18	+3

### *Skill Modifiers*

All General Skills and Specialty Skills have a numerical value of 1-10. The following chart provides the Skill Modifier for the numerical value of either a General or Specialty skill.

<b>Skill Rating</b>	<b>Skill Modifier</b>
1 – 2	+1
3 – 4	+2
5 – 6	+3
7 – 8	+4
9 - 10	+5

## ***Difficulty Number***

All tasks in the *Mother's Milk RPG* are assigned a Difficulty Number by the GM. The GM is free to determine the Difficulty Number (DN) for any given task within some basic guidelines. The following chart provides a general frame of reference for the GM in assigning a DN for a particular task.

<b>Difficulty Number</b>	<b>Task Difficulty</b>
1 – 10	Easy
11 – 15	Moderate
16 – 20	Challenge
21 – 25	Difficult
26 - 30	Extreme
31 +	Lucky

## ***Situational Modifiers***

The GM may determine that a bonus or penalty may be applied to the roll before comparing the result against the DN of the task. This bonus or penalty may be due to excellent or inferior equipment, special circumstances, etc. It is recommended that this bonus or penalty fall within the ranges of -3 to +3. In most cases, the GM should not apply a situational modifier to the task roll as this bonus or penalty represents some factor above and beyond the norm.

## ***Combat Resolution***

In the *Mother's Milk RPG*, combat is broken down into a unit called the Round. A Round equals about 10 seconds of real time, so 6 rounds of combat would figure to be about one minute of real time. In a single Round, a character can perform one task such as make a melee attack, discharge a firearm, attempt a skill check, etc.

The standard DN for any combat task check should be 20. The GM may adjust this DN by the Situational Modifier for hard cover, difficulty targeting an opponent, target helpless, etc.

## ***Damage Points***

A character may be injured in the course of the story or in combat. Each attack will do a certain amount of damage based upon the type of attack or weapon. Each character will be able to add their STR modifier to any successful melee attack, and add their DEX modifier to any successful ranged attack. Weapon damage is rated in a number of six-sided dice based upon some fast and loose guidelines. In addition, the GM may apply the Situational Modifier to a weapons damage dice based upon how effective

the weapon is in combat. As an example, most one-handed sword has a damage dice rating of 2d6 whereas a katana would do 2d6+3 damage. A knife designed for combat would do 1d6 damage whereas a letter opener would do 1d6-3 damage (minimum of 1 point of damage). The following are some examples of weapons and their damage dice to provide the GM a frame of reference.

- Small melee weapon such as a knife, fist, arrow, etc. - 1d6
- One-handed melee weapons such as a sword, club, spear, etc. – 2d6
- Two-handed melee weapons such as sword, club, spear, etc. – 3d6
- Small firearm such as a .32 or .22 pistol, etc. – 3d6
- Normal firearm such as .45 or 9MM pistol, etc. – 4d6
- High-powered firearm such as an assault rifle, submachine gun, etc. – 5d6
- Special military weapon such as a flame thrower, RPG, etc.- 6d6
- Environmental factors such as fire, suffocation, drowning, etc. – 3d6 per Round

### ***Life Points, Recovery, and Death***

Damage taken by a character is subtracted from their Health Pool. If a character's Health Pool is reduced to zero or a negative number, then the character is unconscious and dying. The character will die in a number of rounds equal to their CON modifier if they are not stabilized. A character can be stabilized by two methods: another character makes a successful First Aid check vs. DN 10 on the injured character, or the injured character is successful in a CON check vs. DN 15.

If another character is successful at First Aid skill check on a dying character, then the injured character is considered stabilized and will recover eventually if not further damaged. In also, a successfully stabilized character immediately receives 2d6 + CON modifier Life Points. If the character's Health Pool is restored to 1 or more by these Life Points, then the character is conscious again.

If a dying and unconscious character is not aided by another, then character may stabilize without aid by attempting a CON check vs. DN 15 each dying round until successful or the character dies. If a character is successfully stabilized without aid, then they will immediately receive Life Points equal to 1d6 + CON modifier. If this brings the character's Health Pool total to 1 or more, then the character become conscious. If a self-stabilized character's Health Pool total is still zero or negative, then the character will regain consciousness in a number of Rounds equal to their CON modifier and their Health Pool automatically set to 1 point.



## Chapter 4: Special Abilities

In the *Mother's Milk RPG*, only New Animal characters have Special Abilities. Special Abilities represent the character's animalistic genetic heritage. Special Abilities should be determined on a case-by-case basis. The Player and GM are encouraged to discuss any possible Special Abilities that a character may possess. The base animal Genotype of the New Animal should be examined and any traits that make that animal successful in the real world should translate into a special ability. Any and all Special Abilities that a New Animal may possess must be set and approved by the GM before play begins.

All Special Abilities divided into the three categories of Fair, Good, or Excellent. The category rating of Special Ability determines the Special Ability's modifier. The following chart provides the modifier for a Special Ability's rating.

<b>Special Ability Rating</b>	<b>Special Ability Modifier</b>
Fair	+1
Good	+2
Excellent	+3

### *Sample Special Abilities*

Below are some example of New Animals and their Special Abilities.

#### **Bat New Animal**

- Flying- Good (Fly number of Rounds equal to CON score; Fly Speed = SPD score)
- Echolocation- Excellent

#### **Tiger New Animal**

- Stealthy- Excellent
- Tracking- Good
- Claws- Good (Special Ability modifier added to melee damage rolls)
- Bite- Excellent (Special Ability modifier added to melee damage rolls)
- Fur- Fair (Special Ability modifier subtracted from damage taken)

#### **Dolphin New Animal**

- Swimmer- Excellent (Hold breath a number of Rounds equal to Health score)
- Sonar- Excellent
- Intelligent- Fair
- Hide- Fair (Special Ability modifier subtracted from damage taken)

### **Wolf New Animal**

- Tracking- Excellent
- Bite- Good
- Cooperation- Excellent
- Fur- Fair (Special Ability modifier subtracted from damage taken)

### **Squirrel New Animal**

- Hiding- Good
- Climbing- Excellent

### **Elephant New Animal**

- Hide- Excellent (Special Ability modifier subtracted from damage taken)
- Gore- Excellent (Special Ability modifier added to melee damage rolls)
- Slam- Good (Special Ability modifier added to melee damage rolls)
- Trunk- Excellent (Use as a third arm for minor tasks; not in combat)



# *Mother's Milk Character Sheet*

## **Character Name:**

*Player Name:*

Date Created:

Campaign Name:

Height:

Weight:

Age:

Skin/Hide/Fur color:

Eye color:

Hair color:

Description:

## **Primary Attributes**

Strength:

Dexterity:

Constitution:

Intelligence:

Wisdom:

Charisma:

## **Secondary Attributes**

Agility:

Appearance:

Perception:

Health:

Speed:

## **General Skills**

## **Specialty Skills**

## **Equipment/Possessions**

# The Mother's Milk RPG

