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This article is skub. You can help 1d4chan by expanding it to Watership Down if Watership Down was a Fantasy Game UnlimitedGURPS role-playing game. A great way to off powergamers, but they will break it anyway. You're a rabbit. No 10 murder axes. No armor, no spaceships, no guns. Just a rabbit with paws and big ears. You meet a wolf. Good luck, fuck. WHAAAAAAAAAT?!?!?!?!?!?!? Yes. It's not a hoax. Are you sure? Every time someone says something's not there, it's for me. So it's a hoax? The world may never know, except for this book cover right on the right side. Whatever it is; there are GURPS splatbooks for everything, even fake stuff. Found isBN, you can buy it on Amazon, it exists: 1-55634-237-3 PDF version of the original game And now there's a 3rd edition kickstarter of the Frog God game here (2) OK, but what really is it? (edited) Bunnies and Burroughs is a game that was published in 1976 (two years after the DZO was first published) and about you being a rabbit, only with your natural skills and cunning to pass. As a result, this is not the type of game that forms murderhobos, since only really kill things insects. Anything more than a hard kill (such as snakes, rats and weasels) to you-might-not-wantTo-Bother (Cats, Little Dogs and Crows) to a simple-no-contest (Bobcats, wolves, big dogs, and of course people). The game is concerned with your rabbit survival by being cunning and full of tricks. Fortunately there are many ways to go about it. Rabbits and Burroughs (BCB) is a role-playing game (RPG) about rabbits fighting enemies and dangers in the natural world. Published by Fantasy Games Unlimited in 1976, the game features intelligent animals as characters instead of humans and allied races of conventional RPGs. BCB introduced several innovations in role-playing design, being the first game to allow players to have non-humanoid roles, the first to allow players to advance in different skill categories, and the first to provide detailed combat skills. Fantasy Games Unlimited published the second edition of the game in 1982, and the game was modified and re-released by Steve Jackson Games as the official GURPS add-on in 1992. The first edition of the cover originally published just two years after the first role-playing game of Dungeons and Dragons was published, this edition is now long out of print. The game was inspired by Richard Adams' fantasy novel Watership Down, and players were given the chance to take on the role of rabbits. So the game highlighted role-playing game over the fight over, in the words of Steffan O'Sullivan, you play the rabbit, after all - how much fight do you want to do? Players new to role-playing games and experienced hands accustomed to equipping gnome warriors, Rangers, or human wizards, can be puzzled by the game about rabbits. What, after all, can a rabbit do besides eat, sleep, the groom himself, escape the danger and possibly end his life in the jaws of a fox? Rabbits were depicted in myths and stories like tricksters and merrymakers, wizards and warriors, with abilities ranging from almost real rabbits (as in the novel Watership Down, Richard Adams) to the disturbing, waistcoated White Rabbit (Alice in Wonderland) to swashbuckling heroes (as in the novels of Redwall by Jacques Brian). Well, BCB rabbits are closer to natural rabbits than to the Wind in the Willows. They can't wield a sword or drive cars, but they can fight (much better than you might expect), spring traps, don't get caught, use their mind to outsmart a fox or trick a coyote cheater, haggle and convince other rabbits and even other animals (if they know the language), carry things (tucked into their fur, or in a woven bird's nest used as a bag), count (but only up to four), disguise yourself, and tell fairy tales. Some rabbits may have more fantastic abilities: they can look at events in the future, master the knowledge of herbalization (the closest rabbits need magic), heal wounds by lying on their paws, and use some other mental strength. Our own experience shows that the game tends to evolve while playing, with rabbits developing new ways to do more complex things, and thus becoming more versatile and powerful. First of all, playing supposedly small and weak characters such as rabbits, squirrels and possums encourages players to use their imagination instead of relying on brute force to solve every problem. Imagine a new, dangerous world where more than you are and ready to eat you. You and your little group of friends are trying to survive, learn and grow despite constant external threats. Even if massive beasts don't eat you, diseases and parasites are a problem. Fortunately, herbalists and healers qualified to lay hands there to help you stay well. The main problem is that you have to go out among the dangerous beasts to collect herbs and collect food. Weapons are not an option, all you can do is outsmart and plan the enemy! It's the world of rabbits. Rabbits and Burroughs (written by Dr. Dennis Sustaire) is a fantasy game in which you play a clever rabbit. This game has gone through two major versions over the years: Rabbits and Burroughs has long been recognized as a very inventive game. It was the first role-playing system to allow non-humanoid characters, the first game that has a combat martial arts system (called Bun Fu), and the first game to try the skill system. Everything was built with common sense and realism in mind. A lot of research in books and all diseases, problems and anatomical anatomical the outlines are accurate. When it was released, it was considered light years more advanced than Dungeons and Dragons.However, no one took the game seriously because it was about rabbits. Without weapons, mythical creatures, or unrealistic magic, players were at a loss for what you could do inside the game. Many of them were puzzled that you could make an epic adventure with rabbits and dismissed the idea as too silly. However, Rabbits and Burroughs continues as a cult classic because of its ingenuity, unique gameplay, and the fact that it's all about rabbits. The game can be bought and downloaded here! Tropes find in this work: open/close all folders Character Tropes by class EmpathEmpathic healer with a few additional abilities Healing factor: Transfers their good health to others in order to heal their Healing Hands: Well, paws, but you get the idea. Liquid Assets: May be able to transfer damage taken from healing to enemies as an attack. Luck Stat: 10% less likely to get into shock when frightened or injured super Not-Drowning Skills: They can hold their breath twice as much as other White Magician classes: You can play as one of them, especially if they can reverse as an attack. FighterFactically what he says on the tin. They are fighting Boone Fu.Herbarist Medic. Instead of medicines and tools, only plants and acute feelings are used. RunnerBasically Ranger or Ninja. Initiative Action: Runners always go first unless they are in a state of shock, surprised or confronted by a faster runner. Back Stab: These rabbits get unexpected attacks! Protection command: Runners can hit and dodge in the same turn. Donated Ninja: Bun Fu fight rabbit attack at night! ScoutA rogue minus theft, they collect information and disarm traps. SeerExactly that he speaks on the tin. They have visions and gain soft psych abilities. The narrator is the Good Bard! MaverickThe Rogue Party, focusing mainly on social skills. The general game Tropes An Adventurer Is You: Usually the stories revolve around adventure, although variations exist. Chunky Salsa Rule: Usually used against big enemies like cars. Critical failure: Usually leads to rabbits being eaten, horribly maimed, poisoned, drowned...

Cute bruiser: Bunny fight! Everyone hates math: rabbits aren't really able to count above four. Any number is more than four just a lot or even a lot-lot for really big numbers. Fighter, Magician, Thief: Fighter (Fighter, Runner) Magician (Prozc, Herbalist, Empath) Thief (Maverick, Narrator, Scout) Genius Bruiser: Characters must be smart in combat or they are dead. Cthulhu People: Standard Ability Scores (for Rabbits) 10; People have scores of 20-40! Low fantasy: fantasy game, but there is no real magic, and all the rules of physics and the real world (e.g.: the poy eat rabbits) apply. Magic Ampersand: Rabbits and Burroughs. Mundane Made Awesome: While The games cover worlds of magic and wonder, sword-waving barbarians and cyberpunk net-jackers, here is the exotic world of country meadows. Much more exciting and cruel than it seems - nature, red in tooth and claw and all that. Geniuses Players: Never doubt the creativity of the players, especially when they play the rabbit. Rabbit Magician: There are two classes of characters built around this: an empath who use white magic and healing hands; and a needle that develops psychic powers, telepathy and emotional bombs. Roleplayer: This game has a heavy emphasis on storytelling rather than wrestling. Whole Party Kill: Happens with alarming regularity if you're trying to use conventional desktop techniques such as attack! Attack! Attack!. Six Stats Expanded by Adding Speed and Smell.Things AvertedThe following things are prevented in rabbits and burroughs, mainly because they tend to cause Total Party Kill unless stated otherwise. Attack! Attack! Attack!: When you're a small, actually helpless rabbit, mindlessly attacking everything you encounter is a good way to get yourself killed. Leeroy Jenkins: The Leeroy's Rabbit does not have a very long life span. Munchkin: It's hard to get a rabbit out, especially without real magic. Real Man: You play a rabbit in a world full of silov, dogs, people and cars. You're not going to hit anyone on anytime soon. Coming soon. bunnies and burrows pdf. bunnies and burrows rpg. bunnies and burrows 3rd edition. bunnies and burrows adventures. bunnies and burrows review. bunnies and burrows frog god games. bunnies and burrows 3rd edition review. bunnies and burrows 1st edition

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