

# FURRY BATTLE ACADEMY! v1.2

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*“We don’t know where they came from or why, but suddenly there they were among us – the **furrries**. Most of them were ordinary enough sorts of people, except for the fact that they might look like a cat and have a long tail ... and there were lots of different types. Dogs, cats, bats, mice, lions, tigers, bears ... you name it, they’re out there somewhere.”*

*“At first it was a big secret ... nobody mentioned that the Jones’s daughter had a floofy red tail, or that in the right light (that is, any) your old buddy Bob looks suspiciously like a horse. But every day there are more and more, and we can’t hide them any longer. There are furry communities, furry families ... even whole schools...”*

## Welcome, Freshman Class!

So here’s the setup: over the course of a decade or so, furrries started popping up among the populace, the children of otherwise normal households. Over time, those furrries began to find others of their kind and have their own children, until now, fifty years later, you’ve got as many furrries as “norms,” all trying to live together in some semblance of sanity.

However! Most furrries have natural weaponry of some kind – claws, teeth, horns, lawyers – leaving the normal crush of humanity defenseless! So in order to keep people from feeling vulnerable, the school system has instituted martial arts training as part of the core curriculum, and brawling is considered a normal and healthy way to solve disputes.

Toss all this in a blender with weird science, high school antics, and the occasional bit of fantasy weirdness and you get ***Furry Battle Academy!***

## The Basics

In ***Furry Battle Academy!*** you play a student at Walter Mondale High School, trying your best to figure out life, the universe, and everything (and possibly get a date in the process) while dealing with

Teachers From Hell, Crazy Parents, the Popular Kids, and the Fall of Western Civilization.

Also, you’re a furry. Or if you aren’t, probably your best friend is. Which means you get to deal with furry haters, officers of the Furry Undersecretary for Zoning (or the F.U.Z.), and the occasional hairball.

Did we mention that everybody knows martial arts?

## Character Creation, Step One – Type

To create your character, first you choose your Type, which is easy enough:

**Humans** are (as advertised), normal, ordinary humans. Or at least, normal when it comes to physiology. Dr. Frankenstein was a human, but that certainly didn’t make him normal. You get what we mean. Humans get to choose from the Universal Gimmick list and the Humans-Only Gimmick list.

**T&Es** (short for Tails & Ears) are people who look *almost* human, but have a few odd furry features, most commonly animal ears and a tail. As they are not quite humans and not

quite furries, they can fit in more easily around either, but they don't get the full advantages of one or the other. They may *only* choose from the Universal Gimmick list.

**Furries** are, well, furries! Most of them are from a broadly-recognizable category (e.g., dogs, cats, squirrels, foxes, tigers); some are *very* generic (they have snout, ears, fur, tail ... but you can't really peg what type of animal they are), and some are from *very* a specific species (such as "husky" rather than "dog"). Your species is entirely up to you, but will probably determine which gimmicks you start out with. Cheetahs should start with "Zoom!" for instance. Most furries are just slightly shorter than humans, but they can come in other sizes depending on their type and your desire. Furries may choose from the Universal Gimmick list or the Furries-Only Gimmick list.

**WTFs** are oddballs, and actually break down further into categories such as Mythicals (unicorns, dragons), Weirdies (walking amoeboids, hyperintelligent shades of the color blue), Creations (robots, talking cars), or Monsters (vampires, ghosts). WTF characters are not normally allowed without serious GM bribery, and even then only *one* player at any given game may play a WTF character – so the GM may force a Bribe War to determine who gets to play the character they want. Since WTF characters are so varied, they can choose from any Gimmick list, as long as they can justify the Gimmick – but they only start with *two* Gimmicks instead of the usual three.

## Character Creation, Step Two – Primary Stats

***Furry Battle Academy!*** characters have five stats: Brains, Brawn, Guts, Wits, and Cool. You can probably guess what each one does from its name, but in a nutshell:

**Brains** are your book-learning, your ability to retain useless trivia, to do high order math, etc. It also governs your use of Weird Science.

**Brawn** is how big, strong, and tough you are. Martial arts or natural weaponry are based on your brawn, as is your ability to break stuff or lift heavy things.

**Guts** is, well, how much guts you've got. Staring down a charging linebacker takes Guts. Asking that hottie to the dance takes Guts. Not dying when shot in the stomach takes Guts. Etc.

**Wits** are how sharp you are, as well as how quick you are. It helps you get out of jams, helps you navigate downtown traffic, and helps you jump out of the way of that charging linebacker from the Guts description so he goes crashing into the goal post.

**Cool** is how smooth, slick, and unflappable you are. Every teenager wants to be cool.

Your stats are rated from 1-10, with 1 being pathetic, 10 being totally awesome, and 11 being almost unheard-of. To determine your stats, roll 2d6-1 five times, and arrange them as you please.

***Question:*** *My rolls all suck. Can I start again?*

**Answer:** Sure, if you want, but you have to toss 'em all to do so. But don't make the mistake of thinking that a bunch of low stats make a character who can't be any fun to play. Torment your friends by playing EVERY POINT of your Cool 3!

**Question:** Can I raise my Stats?

**Answer:** Yes, there are a few Gimmicks that can raise your Stats. "Extra Stat Point" from the Universal Gimmick list can raise any Stat by one point up to a total of 10. "This One Goes to Eleven" is a Humans-Only Gimmick that can raise a Stat from 10 to 11. Only Humans may raise a Stat to 11 in this way, and no character may raise a Stat past 11 without some serious GM bribery. Furries and T&Es may begin play with an 11 only if they roll it, and Furries may have up to 13 if they roll an 11 and then take Bigness / Smallness.

### Character Creation, Step Three – Skills

A Skill is some ability that you can do better than most people, ranging from driving a car to singing opera. Since you're at the **Furry Battle Academy!** you might consider "Martial Arts" or "Calculus" as possible Skills. "Weird Science" is another favorite, as are "Dodge Like Heck" and "Hide/Sneak".

A Skill can be anything you can think of, but it must be specific enough to tie to a particular Stat, and it must be something that you make a Stat roll about. For instance, you could not have "Be Awesome at Everything! +10" as a Skill – it covers too much! You *could* have "Look Awesome Doing Everything (Cool) +3" as a Skill, which would mean that

whenever you were doing stuff and wanted to know how awesome you looked doing it, you would roll on your Cool and add 3.

To determine your Skills, roll 2d6 – you have that many points to allocate as you please. (You may also take the Skilled Gimmick to have more skill points at character creation.) You may not start the game with any Skill higher than +4 unless you have the Skilled Gimmick, in which case you may start with up to +5. The list below can give you ideas, but these are nowhere near all the possibilities. Make your own!

#### **Possible Skills Include...**

- Bite (Brawn)
- Dance (Cool)
- Dodge Like Heck (Wits)
- Drive a Car (Wits)
- Eat Anything (Guts)
- Fast Talk (Cool)
- Find a Hotspot (Brains)
- Fix It (Brains)
- Flirt (Cool)
- Fly (Wits)
- Hide/Sneak (Wits)
- Get a Clue (Wits)
- Juggle (Wits)
- Laugh at Danger (Guts)
- Martial Arts (Brawn)
- Party (Cool)
- Play Air Guitar (Cool)
- Resist Getting Boggled (Cool)
- Shoot Guns (Wits)
- Take It Like a Manly Man (Guts)
- Useful Trivia (Brains)
- Useless Trivia (Brains)
- Weird Science (Brains)
- Wriggle Free (Wits)

## Character Creation, Step Four – Gimmicks

Gimmicks are funky abilities that not everybody can learn, for whatever reason. Some Gimmicks are only things that furries can do (teenage ninja turtles have protective shells, for instance), while some are things that everybody can do (anybody can pick up another Stat point, for instance). The Humans-Only Gimmicks are some that have been more-or-less arbitrarily picked to give the humans something special to call their own, but most of them have been put in that category for a reason. In the world of *Furry Battle Academy!* furries are something of a permanent underclass, which is why only humans can be the Rich Kid for instance.

Beginning characters start with three Gimmicks of the player's choice, *except* for WTFs, who only get two. (Choosing to play a WTF character is its own Gimmick, so to speak.) **Note:** Your first priority should be covering all the unique abilities of your furry species as applicable – so a skunk furry should have “Pschew!!!” for instance.

**Question:** *What differentiates a Gimmick from a Skill?*

**Answer:** *Two things. First, Gimmicks aren't normally associated with a Stat, and you don't normally make rolls against them, like you would with a Skill. Second, Skills can be anything you can think of, whereas normally Gimmicks can only be chosen from a list unless you want to do some GM bribery.*

**Question:** *I notice that “Bite (Brawn)” is a skill, while there is also a Natural Weaponry Gimmick that mentions teeth. What's the difference?*

**Answer:** *The Natural Weaponry Gimmick increases the damage you do with an attack, but doesn't have any effect on how often you will hit your target with that attack. The “Bite (Brawn)” skill increases your chances of getting in a good solid bite, but doesn't alter how much damage you will do.*

### **Universal Gimmicks (Available to everybody)**

- **Can't Get Me!** (+3 to your Dodge)
- **Drop Dead Gorgeous** (+3 to Cool rolls when looks could be a factor; may attempt to use your amazing looks to get a free Boggle attempt when confronted with a foe of the right persuasion)
- **Extra Stat Point** (One Stat gets a +1; this can take it up to, but not past 10; you can take this Gimmick multiple times)
- **Gadget** (You have a Weird Science Gadget, such as a Putty Gun or a robot; you may swap out the Gadget for another Gadget once per game. You may take this Gimmick multiple times if you wish to have multiple Gadgets simultaneously)
- **Heave!** (You can lift and throw massive objects, which can act as a +3 weapon and may hit multiple targets, can be used as cover, or just generally impress the heck out of people)
- **I See Right Through You!** (Add your Wits to your Resist Stat)
- **Mookslayer** (Can attack an infinite number of Mooks in one round, as long as they keep dropping)
- **One Scary Mammajamma** (Your intimidating appearance gives you +3 to all Freak Out attempts; anyone whose Cool is lower than yours is automatically cowed in

your presence, and if your Cool +3 is *double* theirs or higher, you get a free Freak Out attempt just by making them aware of your presence for the first time)

- **Orbital Punch!** (Your punch or kick does +3 damage in melee and on *any* successful hit sends your foe flying across the room – if you knocked them Down for the Count they fly off into the distance and disappear like a tiny star. Opponents with Bigness or Who IS This Guy? are not effected by this knockback effect, but still take the damage)
- **Sharp Nails** (Popular with T&Es and some girls, give you +2 damage in melee)
- **Skilled** (5 extra Skill points only at character creation, and may start with up to +5 in any Skill)
- **Teen Smash!** (You get +1 to all damage you inflict; this adds on top of any other bonuses you may have)
- **Who IS This Guy?** (You may make a roll of Cool vs. Cool to be immune to the unusual effects of most Gimmicks, particularly those that give your foes Boggle or Freak Out attacks)
- **Whut?** (Add your Guts to your Resist Stat)
- **WTF Gimmick** (This is something like “breathe fire” or “teleport”, not available to normal characters, and must be judged on a case-by-case basis; it is often used to create unique abilities for GM characters)
- **Zoom!** (You run really, really fast)

#### ***Humans-Only Gimmicks (Not available to T&Es or Furrries)***

- **Dumb Luck** (Snake-eyes add and roll again like Explodey Dice; you never get Sucky Dice)
- **I Am Ninja!** (Can hide instantly if out of sight and cling to any surface)

- **Ki Attack** (A normally lethal melee weapon, such as a sword or baseball bat, becomes a focus for a ranged Ki blast that does regular damage; if you have Knife Hand, you can use Ki Attack with that)
- **Knife Hand** (Your unarmed attack is so strong that you have a +3 damage modifier in melee)
- **Man-Mountain** (You are so tough that you have +3 Soak)
- **Rich Kid** (Family fortune allows you to buy an insanely expensive item or hire a band of d6+1 Mooks once per session; you may take this Gimmick multiple times to be really *really* rich)
- **Rubber Bones** (Make a Guts roll against difficulty 10 to instantly recover from any amount of damage after 1 round; you can keep trying on every round after that, but the difficulty goes up by +2 each time)
- **This One Goes to Eleven** (One Stat, previously a 10, becomes an 11)
- **Unflappable** (+3 to resist Boggle or Freak Out attempts)

#### ***Furrries-Only Gimmicks (Not available to T&Es or Humans)***

- **Bigness** (You are big, which gives you +2 Brawn, +2 Guts, -2 Dodge, +2 Soak, +2 damage modifier in melee, -2 to all Hide/Sneak style Skills and a lot of trouble fitting into normal or small spaces)
- **Call of the Wild** (You make some kind of loud noise, such as an elephant’s trumpet or a lion’s roar, that gives a free Boggle attempt on all nearby opponents with +3 to your roll and lets everyone within a mile know you’re around)
- **Camouflage** (You blend in to your surroundings via chameleon-style color)

change, giving you Hide (Wits) +5 while you are color-changed)

- **I Can Fly!** (You can fly, duh – but this also means you have wings, which can be a liability)
- **Iron Stomach** (You name it, you can eat it, assuming you can get it down your throat)
- **Natural Defenses** (You have a shell or other protection that gives you +5 Soak)
- **Natural Weaponry** (You have claws, teeth, or whatever that give you a +5 damage modifier in melee)
- **Pschew!!!** (You have skunk's musk or other scent-based attack that blasts people in the immediate area, giving you a free Boggle attempt on all nearby opponents with +4 to your roll)
- **Smallness** (You are only a couple of feet tall, which gives you -2 Brawn, +2 Wits, +2 Dodge, -2 Soak, -2 damage modifier in melee, +2 to all Hide/Sneak style Skills and enables you to fit into very small spaces)

## Character Creation Step Five – Derived Stats

Derived Stats are, as the name implies, Stats that are derived from other Stats. The Derived Stats are Dodge, Soak, and Resist.

**Dodge:** This is how well you avoid incoming attacks. It has a value of  $7 + \text{Wits} + \text{any applicable Skills} + \text{any applicable Gimmicks} + \text{any bonuses for gear}$ . Applicable Skills that would improve your Dodge value are things like “Dive For Cover (Wits)” or “Evade Blows (Wits)”. Applicable Gimmicks include Bigness (which reduces your Dodge) and Smallness (which increases your Dodge). When people attack you, you may choose to defend either by Dodging, or Soaking.

**Soak:** This is how well you suck up damage, which may include blocking/parrying, or may just be standing there and taking it to the chin. It has a value of  $7 + \text{Guts} + \text{any applicable Skills} + \text{any applicable Gimmicks} + \text{any bonuses for gear}$ . Applicable Skills that would improve your Soak value are things like “Parry (Brawn)” or “Take It Like a Manly Man (Guts)”. Applicable Gimmicks that would improve your Soak would include Natural Defenses. When people attack you, you may choose to defend either by Dodging, or Soaking.

***Question:** Ack, somebody's attacking me! Which do I use, Dodge or Soak?*  
***Answer:** Whichever one's higher, obviously! Normally, it's just a matter of your character's style and specialties, although there are situations that may prevent you from using one or another. If you are Boggled, for instance, you cannot Dodge and therefore MUST use Soak. If somebody's coming after you with a disintegration beam, you don't want to stand there and just take it, 'cause you'll be obliterated – so Dodge! 90% of the time, however, you can just use the one you like better. Soaking is more macho, but Dodge has more finesse.*

**Resist:** This is how well you resist mental or metaphysical influences, such as Boggle or Freak Out attempts. It has a value of  $7 + \text{Cool} + \text{any applicable Skills} + \text{any applicable Gimmicks} + \text{any bonuses for gear}$ . Applicable Skills that would improve your Resist would be “Laugh In the Face of Danger

(Guts)” or the generically-named but accurate “Resist Boggle Attempts (Cool)”.

**Question:** *Hey, I notice all of these start with a value of 7. What’s up with that?*

**Answer:** *7 is an average 2d6 roll. This is to speed up play – it’s a pain in the tuckus for all parties involved to have to roll dice with every attack, Boggle attempt, or whatever. However, if you want to play that way, you can certainly drop the 7, roll 2d6 and add the appropriate Stat each time – playtesting suggests that this provides minimal fun for extra work. Derived Stats are simply time-savers.*

## Character Creation Step Six – Handles

Every character should have at least two and preferably three Handles – these are just quick descriptors so that everyone knows what your character is like. For instance, if your character is Sly and Flirtatious, the rest of the players know to expect you to be coming up with shady plans and to be hitting on cute guys/gals as appropriate.

In terms of gameplay, you get 1 experience point for doing something directly related to a Handle by the end of the session. So if you’re Cowardly and, when the Man-Hating He-Women club shows up with bazookas and come after your Sly and Flirtatious guy you shriek like a cheerleader and run like heck, you get 1 point for playing up your Cowardly Handle. You can get 1 XP per session for each Handle you possess, up to a maximum of 3. Note that it’s up to you to mention to the GM that you’re playing up your Handle. “Well, I’m Cowardly, so I’m gonna run like heck!”

Your Handles are infinitely variable and totally personalized – they’re the things that make your character unique! So have fun with them.

### **Some Possible Handles:**

Airhead  
Asthmatic  
Bewildered  
Cheap  
Cowardly  
Curious  
Do-Gooder  
Eats Everything  
Fanboy  
Flirtatious  
Forgetful  
Girl/Guy Crazy  
Girly  
Granola-Chomping Treehugger  
Greedy  
Grouchy  
Hates Furrries  
Hates Norms  
Insanely Jealous  
Insane (Just Insane)  
Lick-the-Mirror Sexy  
Macho  
Mad Scientist  
Manic  
Mr. Bushido  
Party Animal  
Rough and Gruff and Not Ready to Be Loved  
Short Fuse  
Shy  
Sly  
Stubborn  
The Sweetest Thang  
Trusting  
WAY. TOO. HAPPY.  
Did I Mention Forgetful? I Can’t Remember

## Character Creation Step Seven – Everything Else

You need a name! You need a gender! You need *stuff*! Normal things (shades, boomboxes, cellphones) can be had for free; bigger things (cars, Weird Science rayguns) require you to have the appropriate Gimmick. There will be rules for designing and acquiring equipment ... later. But this is v1.2! For the time being, just look through Appendix B (“The Book of STUFF”) and pick out what you like from there.

## Doing Anything and Everything

Action in *Furry Battle Academy!* is wild and wooly, designed to be as manic and over-the-top as possible. All things boil down to this rule:

**Roll 2d6 + Stat(s) + Skill + Gimmick + mod,  
compare to target number (usually 10-25)  
to determine success.**

So, for instance, let’s say you want to bash a door open. Let’s also say that you have Brawn 6 and the Skill “Bash Doors Open (Brawn) +3”. You would roll 2d6, add 6 for your Brawn, and add another 3 for your Skill. If you rolled exactly average (7), that would give you a total of 16, plenty to bash down the average door.

Generally speaking “normal” tasks are difficulty 10, “tough” tasks are difficulty 15, “really tough” tasks are difficulty 20, and “OMG” tasks are 25+.

## Dice Go Explodey!/Dice Suck!

Whenever you roll double sixes on a 2d6 roll, you add and roll again. If you roll double sixes again, you add and roll again, again. You could theoretically keep doing this all day. This is referred to as Explodey Dice. Whenever you roll Explodey Dice, even if you

don’t roll high enough to succeed at your desired task, *something* good will happen in your favor – you’ll get a lucky break and the bullet you’re dodging will turn out to have been a blank, or what-have-you. If you succeed with an Explodey Dice roll, you’ll look so cool doing it that you’ll get oohs and aahs from everybody ... three judges will pop up from behind convenient trashcans holding up “10.0” signs, etc.

On the other hand, if you ever roll snake-eyes, a.k.a. Sucky Dice, even if you *still* manage to roll enough to succeed, something bad happens to you. You bash the door down only to find a brick wall on the other side, or you leap the chasm but your pants get caught on a nail and tear off, etc.

## Wait Your Turn!

Time in *Furry Battle Academy!* is measured in Turns, except when it’s measured in Rounds. A Turn is “roughly how long it takes to do something interesting”. This can include “run across the room,” “bonk him over the head,” or “work up the nerve to kiss my date”. If you really *must* assign an amount of time to it, call a Turn 10 seconds. But only kinda sorta.

A Round is exactly the same length as a Turn, plus one letter.

## Who Goes First?

If there’s ever a conflict about who gets to go before anybody else, it’s determined by a Wits-vs.-Wits roll. If you have “Always Go First (Wits) +5” you’ll do well in these contests. Usually, the GM characters all go at once, just to make the GM’s life easier. To determine whether the players or NPCs go first, the player with the highest Wits rolls against the NPC with the highest Wits.

When it’s the players’ Turn, usually it starts with the player to the GM’s left and goes around the table, unless some player wants to do a Wits-vs.-Wits contest to go faster than another player. If you want to

be real obnoxious about it, have everyone sit at the table in descending order of Wits.

Come on, this is *Furry Battle Academy!* not *Fleet Movements Over Europe*. Just roll the dice and have fun already!

### Furry-vs.-Furry

Whenever you are engaged in a contest with someone, instead of rolling against a difficulty, you roll against *their* roll. Combat is a variation on this rule, and will be described below.

Usually, the Stat/Skill to roll is fairly obvious for all parties involved. If you're trying to Fast Talk somebody, you roll  $2d6 + \text{Cool} + \text{your Fast Talk Skill}$  (if any), while they roll  $2d6 + \text{Wits} + \text{their applicable Resist Fast Talk Skill}$  (if any). **Whoever rolls higher, wins. In any tie, whoever is the "defender" (i.e., not the one who initiated the contest) wins.** Since Skills are so variable, it's up to the GM to determine what Skill may apply, but usually only the highest appropriate one will apply. For instance if you have Fast Talk (Cool) +3 *and* Lie Convincingly (Cool) +5, even if you're using some fast talk to lie to somebody, you only get +5 for your Skill, not +8.

### Boggle! Boggle! Boggle!

Sometimes, you want to Boggle your opponent, which basically means to make them stand around going "Errrr?" for a short time. Whether you use this time to make good an escape, or to bash them over the head with a club, is entirely up to you. The nice thing about Boggling is that it takes no time, so you can attempt to Boggle somebody and if that fails still do something else with your turn.

To Boggle somebody, you say or do something outrageous, such as delivering a scathing insult, or just making a weird face. You then roll  $2d6 + \text{Cool} + \text{any appropriate Skill} + \text{any appropriate Gimmick}$  with a difficulty equal to the target's Resist Stat. If you roll **the same or lower** than their Resist,

nothing happens. If you roll **higher**, they are Boggled for a number of turns equal to the difference, for a minimum of 1 round.

So if you have Cool 5 and Hurl Insults (Cool) +4, and you attempted to Boggle somebody by telling them that their mother was a hamster and their father smelt of elderberries, you'd roll  $2d6 + 5 + 4$ . Assuming you rolled exactly average, this would give you a total of 16. If said person had Cool 5, and Resist Snide Remarks (Cool) +4, they would have an effective Resist of 16, which means they would not be Boggled. If said person only had Cool 4, they would be Boggled for one round. If you'd rolled three points higher than their Resist (e.g., you rolled a 19 and their Resist was 16), they'd be Boggled for three rounds.

A Boggled character **cannot take any actions (including Dodge), has a -5 to their Soak, and is automatically assumed to have rolled snake-eyes for any roll** they may wish to take. Since they're not actually rolling the dice, the Sucky Dice rule doesn't apply. Just do the math as if they'd rolled a 2. They're already Boggled, you don't have to add insult to injury.

Obviously, Boggled characters are very vulnerable! This makes wisecrackers very dangerous in certain circumstances. However, you can only successfully Boggle any given person **once per game session**, after which time they become jaded to your weirdness. You have to wait until they've forgotten about it and become complacent again before you can Boggle them again.

***Question:** Boggling seems like a neat tactic! Can I just, like, use it whenever I feel like it?*

***Answer:** Well, sort of. Boggle largely depends on the element of surprise, which is why it only works on the same person once per session. Also, well, it becomes boring if you just go*

*around trying to Boggle everybody constantly! So the GM may rule that “word’s gotten around about you” – particularly if you keep using the same technique over and over – and start giving people bonuses to their Resist against your Boggle attempts.*

## Freak Out!

Sometimes, you want to scare your opponent so much that they turn tail and run, shrieking like a cheerleader. Actually, you may not want to do this particularly, but sometimes it just happens as a natural result of something you do. (Characters with the One Scary Mammajamma Gimmick frequently find themselves making people Freak Out when they don’t mean to.)

To make somebody Freak Out, you do something super-scary at them, such as shoot them with a gun or smash the furniture while making an ear-splitting roar. You then roll **2d6 + Cool + any applicable Skill + any applicable Gimmick + any applicable modifiers for gear** with a difficulty of the target’s **Resist**. In this particular case, the value of any weapon you may be wielding counts as an applicable gear modifier. So if you’re coming after somebody with a sword (+3), you’re more scary than if you were coming after them with a knife (+1) but not as scary as if you were coming after them with a bazooka (+6).

If you roll **less than or equal to their Resist**, nothing happens. If you **roll higher than their Resist**, they immediately **panic and flee at top speed, gaining +5 to their Dodge**, for a minimum of 1 round per point of difference. (So if you beat their Resist by 3 points, they run for a minimum of 3 rounds.) If they cannot flee, they huddle in the farthest corner they can find and blubber pathetically, effectively becoming Boggled for the duration of their Freak Out.

Unlike Boggling, people can be made to Freak Out multiple times, but each attempt after the first

successful Freak Out gives them a +2 to their Resist. If at any time they Resist a consecutive Freak Out, they’ve “overcome their fear” and face you with a new sense of purpose and resolve, giving them +5 to all actions for the remainder of the scene and making them immune to any more Freak Out attempts from anyone this session.

***Question:** When do I get to make Freak Out attempts? Can I ask for one every time I inflict violence on some peon?*

***Answer:** Making people Freak Out is sorta like Boggling, in that it is largely dependent on surprise. Unlike Boggling, however, you can keep making a particularly weak-willed foe Freak Out over and over again, leading to some fun chase scenes all over the school grounds. The problem is, again, that after a while this becomes boring, so if you keep it up sooner or later they’re going to feel cornered and their “flight” will turn to “fight” – which may actually make them quite dangerous! To avoid this situation, you generally have one chance to make somebody Freak Out with your initial attack; the GM may allow you another opportunity if you do something really incredibly violent, or if your dice go Explodey during the midst of a fight.*

## Fight! Fight! Fight!

Obviously, as this is *Furry Battle Academy!* you’ll want to fight people! And even if you don’t, chances are that people will want to fight you! Here are some important concepts to keep in mind for combat:

**You are always in range.** If somebody has a ranged weapon (such as a raygun or a razor frisbee), they can hit anybody in the same “room” or general area, unless their target is hiding behind something. Note that this means that if they miss, they can still hit somebody *else* in the room!

**Lethal weapons usually aren’t.** This is a lighthearted comedy game – it wouldn’t do for people to actually be spurting blood and getting dismembered. Characters can beat each other up with martial arts, claws, fangs, and rayguns all day, but people just get knocked down, knocked out, scratched up, and generally frazzled. If at any time a weapon is used to “actually hurt somebody” a successful attack slices up their clothes or the wall behind them, and may make the target Freak Out.

### Melee Attacks

To make a melee attack, you roll **2d6 + Brawn + any appropriate Skill + any appropriate Gimmick + any appropriate modifier for gear**, against the target’s **Dodge or Soak**. If you roll **less than or equal to your target’s defensive value**, nothing happens (either they avoided it or toughed it out). If you roll higher than your target, they take as many points of damage as your **Brawn + weapon modifier**. When that damage is **higher than their Guts**, they are Down For the Count. Note that weapon modifiers *only* apply to damage, and not to the attack roll, although some very rare weapons may *also* have an attack modifier which would be listed separately.

***Question:** I don’t have a weapon. How much damage do I do?*

***Answer:** Your Brawn.*

### Ranged Attacks

To make a ranged attack you roll **2d6 + Wits + any appropriate Skill + any appropriate Gimmick + any appropriate modifier for gear**, against the target’s **Dodge or Soak**. If you roll **less than or equal to your target**, nothing happens, as above. If you roll **higher than your target**, they take as many points of damage as your **Wits + weapon modifier**. When that damage is **higher than their Guts**, they are Down For the Count. Note that weapon modifiers *only* apply to damage, and not to the attack roll, although some very rare weapons may *also* have an attack modifier which would be listed separately.

***Question:** So, wow, I notice that weapons will tend to take people out with a single shot, particularly ones with a big damage modifier. Doesn’t this kinda suck, especially for the players? If somebody hits my Guts 4 dude with his Brawn 8 man-mountain, I’m going down!*

***Answer:** Well, yeah, but remember that you can’t really get hurt in this game, just put Down For the Count. Also remember that most of the time you’ll be fighting against Mooks, who have really low Stats, and that the game IS called **Furry Battle Academy!** – buying Skills and Gimmicks to increase your durability and fighting capacity is an expected part of the game. Dodge and Soak are particularly easy to improve with Skill Points, so while it may be tempting to buy “Clobber (Brawn) +5” and “Dodge Like Heck (Wits) +2”, you might be better served to switch those Skill points around. For what it’s*

worth, this aspect of the game is still being looked at as of v1.2.

## Down For the Count

Any character Down For the Count is just that – dazed, battered, and unable to act. They may also be charred and smoking or bent into funny shapes, as appropriate. They are generally out of action until the scene changes, unless they are a human with the Rubber Bones Gimmick. While they can make funny comments (“Duuuh ... anybody get the license number of that asteroid?”) they can’t actually *do* anything or *resist* having anything done to them. So they can be carted off, tied up, folded into a pretzel, whatever. If numbers are needed for anything, assume they always roll a 2, just as if they were Boggled.

The good news is, you can’t do damage to people who are Down For the Count – they’re already down! If you keep wailing on them, all you do is extend the scene, leaving them Down For the Count longer.

## Experience Points

XP is not just an emoticon – it also stands for Experience Points! At the end of every game session, every player character gets XP, which they can spend immediately, or they can save indefinitely. You could hoard XP forever, yes, my lovely XP, my own, my prreeeecciousss...

Er, sorry about that.

Anyway! At the end of the session, the GM decides for each player overall how well they did, and gives them up to 5 XP based on that – including any points for playing up their Handles. What constitutes “doing well”? Here are some suggestions:

**Adding to the Fun!** A player who makes a really great joke or comes up with a really nifty idea should get an experience point. ***Furry Battle Academy!*** is a game of zany wackiness! So

you get points for being zany and wacky! Players who sit like a lump should get fewer XP; players who actively and deliberately spoil other people’s fun, should have XP deducted.

**Sticking to the Premise!** This is ***Furry Battle***

***Academy!*** – it’s not angsty, it’s not mean, it’s not raunchy. Characters should be flattening each other with hyperdimensional hammers for making dorky remarks and bashfully stuttering as they try to work up the nerve to ask the captain of the kendo team for a date. Players who get into the spirit of things, trying to show up the Popular Kids, accepting challenges from rival schools, etc., should get an experience point. Players who go against the grain (by being too grim, engaging in too “adult” behavior, avoiding or circumventing obvious plot hooks, etc.) should have XP deducted.

**Winning the Day!** Way to go! Your band of furry misfits showed up the Popular Kids and won the talent fair! Have an experience point!

**Playing Up your Handles!** This is described in the Handles section of character creation. For each Handle, you may earn 1 XP per session.

**So What Are XP Good For, Anyway?**

Well, you spend them to buy new Skills and Gimmicks, basically! Use this handy-dandy chart!

Item	XP cost
New Gimmick	10
New Skill @ +1	1
Raise skill from +1 to +2	2
...from +2 to +3	4
...from +3 to +4	6
...from +4 to +5	8
...from +5 to +6	10
...from +6 to +7	12
...higher	2x current skill level

There will probably be rules for spending XP on gear or what-not ... later. But this is v1.2!

## Where Credit Is Due

I would like to thank Susan Rankin for allying me to use Nurse Yffem! I would also be remiss if I didn't mention that *Furry Battle Academy!* began its life as a homebrew variation on the first edition of R. Talsorian Games' *Teenagers From Outer Space* roleplaying game by Mike Pondsmith, which has had an honored place in my gaming collection for over 20 years now, believe it or not.

## Appendix A: Characters

These are the people in your neighborhood! In your neighborhood, in your neigh-bor-hood...

### Students

These are characters you can choose to play if you don't want to create your own; alternatively, they can be your classmates if the GM needs someone handy.

#### *Barbie Carrington-Heathers, snooty rich girl*

Barbie is the cutest, richest, most popular girl in the school. The head cheerleader as well as three-time Prom Queen, Barbie is also mean, petty, and spoiled rotten. She also hates furies. She often has a cluster of Popular Kids flocking around her, but there are rumors that she may also be the mysterious leader of the Secret Arts Cheerleading Squad.

#### Type: human female

##### Statistics

**Brains 4**

**Brawn 7**

**Guts 7**

**Wits 7**

**Cool 8**

**Dodge 12**

**Soak 14**

**Resist 15**

##### Handles

**Spoiled**

**Snooty**

**Hates Furies**

##### Skills

**Martial Arts (Brawn) +4: 11**

**Look Gorgeous (Cool) +2: 10**

**Make Snooty Remark (Cool) +3: 11**

##### Gimmicks

**Rich Kid (x2)**

**Drop Dead Gorgeous**

##### Gear

**Barbed-Wire Pompoms (+4 damage modifier)**

##### Attacks

**Barbed-Wire Pompoms +11, damage 11**

***Tony, the hot jock***

Tony is a hunky tiger jock with dreamy eyes and not a lot upstairs. His affable and easy-to-manipulate nature make him popular with just about everybody, although his own interests take him to the sports teams most often. He loves breakfast cereal for some reason.

**Type: furry (tiger) male**

**Statistics**

**Brains 2**      **Dodge 12**  
**Brawn 9**      **Soak 16**  
**Guts 6**      **Resist 16**  
**Wits 5**  
**Cool 9**

**Handles**

**Clueless**  
**Macho**  
**Sports-Happy**

**Skills**

**Sports (Brawn) +3 (12)**  
**Throw (Brawn) +3 (12)**  
**Wrassle (Brawn) +3 (12)**

**Gimmicks**

**Drop-Dead Gorgeous**  
**Heave**  
**Natural Weaponry (claws)**

**Attacks**

**Natural Weaponry (claws) +9, damage 14**  
**Alternate Attack: Wrassle +12, damage 9**

***Xyvot, the Thing From the Science Lab***

Nobody's sure the exact nature of Xyvot, including Xyvot itself. Some people say it's a horror from beyond space and time, others say it's a science lab experiment gone horribly wrong ... some say it is an evolutionary accident from a locker left uncleaned over the summer. A few say that it's all of these. Xyvot is an enormous, green, fuzzy amorphous blob that just showed up in the back of the class one day. A teacher handed it a pop quiz, and it started to fit right in.

**Type: WTF (weirdie), no discernible gender**

**Statistics**

**Brains 4**      **Dodge 11**  
**Brawn 9**      **Soak 19**  
**Guts 7**      **Resist 9**  
**Wits 6**  
**Cool 2**

**Handles**

**Blobular**  
**Incomprehensible**  
**Smelly**

**Skills**

**Be Weird and Incomprehensible (Cool) +4: 7**  
**Soak Damage (Guts) +1: 8**

**Gimmicks**

**WTF Gimmick: Blobular (seep through small spaces, reshape self as desired)**

**Bigness**

**Attacks**

**Blorp +9, damage 11 (unarmed melee)**

***Yuriko of the Blade, stern Kendo girl***

Yuriko is training to be a samurai. Why she's doing this at Walter Mondale High School is anybody's guess! She dresses as a Japanese schoolgirl (miniskirt and all) but carries an enormous bokken (wooden practice katana) over her shoulder, which she uses to clean the clocks of anybody who dishonors her or her friends.

**Type: human female**

**Statistics**

**Brains 4**

**Dodge 12**

**Brawn 9**

**Soak 16**

**Guts 6**

**Resist 12**

**Wits 5**

**Cool 5**

**Handles**

**Do-Gooder**

**Energetic**

**Ms. Bushido**

**Skills**

**Kendo (Brawn) +5: 14**

**Speak Japanese (Brains) +2: 6**

**Gimmicks**

**Ki Attack**

**Skilled**

**Mookslayer**

**Gear**

**Bokken (+5 damage modifier)**

**Attacks**

**Bokken +14, damage 14**

**Ki Attack (bokken) +14, damage 14, ranged**

***Zot, science nerd***

Zot is a geeky nerd with raccoon ears and a ringed floofy tail, who loves to play with electricity and collect shiny things. He always wears a blue *Space Trek* shirt and says "Live long and perspire!"

**Type: T&E (raccoon) male**

**Statistics**

**Brains 9**

**Dodge 13**

**Brawn 3**

**Soak 10**

**Guts 5**

**Resist 11**

**Wits 6**

**Cool 4**

**Handles**

**Mad Scientist**

**Nerdy**

**Steals Shiny Things**

**Skills**

**Know Useless Trivia (Brains) +1: 10**

**Steal Shiny Thing (Wits) +1: 7**

**Weird Science (Brains) +2: 11**

**Gimmicks**

**Extra Stat Point (Brains)**

**Gadget (x2)**

**Gear**

**Big, nerdy glasses**

**Jet Rollerblades**

**Inertia-B-Gone spray**

**Attacks**

**Flail Uselessly +3, damage 3 (unarmed melee)**

## Personalities

Personalities are GM characters who inhabit the world and make interesting people for your characters to interact with. Some of them may be more powerful than your characters; a few may be *way* more powerful.

To create personalities, the GM can either roll the dice as with player characters, or just choose whatever they want to character to have ... or do some of both. Most personalities have one or two strong schticks and everything else about them is completely normal. So when in doubt, assign them 5 across the board on Stats, +3 to +5 on a smattering of Skills, and pick whatever Gimmicks are appropriate.

## School Staff

### *The Principal*

No student has ever seen the principal ... and lived to tell about it.

### *Mr. Gibraltar, the vice principal*

You remember M. Bison from *Street Fighter II*, right? Mr. Gibraltar beat him up last week. Twice. For talking out of turn.

#### **Type: human male**

#### **Statistics**

**Brains 5**

**Brawn 11**

**Guts 8**

**Wits 5**

**Cool 8**

**Dodge 12**

**Soak 23**

**Resist 28\***

**\*+3 vs. Boggle or**

**Freak-Out**

#### **Handles**

**Huge**

**Incredibly Scary**

**Evil**

#### **Skills**

**Administrate the Heck Out of It (Brains) +10: 15**

**Be Invulnerable (Guts) +5: 13**

**Discipline Troublemakers (Brawn) +10: 21**

**Detect Trouble (Wits) +10: 15**

**Lurk Unseen (Wits) +5: 10**

**Be Incredibly Scary (Cool) +10: 18**

#### **Gimmicks**

**Administrator Smash!**

**Dumb Luck**

**I See Right Through You!**

**Man-Mountain**

**Mookslayer**

**One Scary Mammajamma**

**This One Goes to Eleven**

**Unflappable**

**Who IS This Guy?**

**Whut?**

#### **Gear**

**He doesn't need any!**

#### **Attacks**

**Discipline Troublemaker 21, damage 12 (melee)**

*Nurse Yffem Silleh, the incredibly hot school nurse  
(courtesy of Sue Deer)*

Hellooooo Nurse!

**Type: furry (skunk) female**

**Statistics**

		<b>Handles</b>
<b>Brains 5</b>	<b>Dodge 12</b>	<b>Humina</b>
<b>Brawn 5</b>	<b>Soak 12</b>	<b>Humina</b>
<b>Guts 5</b>	<b>Resist 22</b>	<b>Humina</b>
<b>Wits 5</b>		
<b>Cool 10</b>		

**Skills**

**Medicine (Brains) +5: 10**  
**Be Totally Hot (Cool) +5: 15**  
**Slap You Silly (Brawn) +3: 8**  
**Wrap Boys Around Her Finger (Cool) +5: 15**

**Gimmicks**

**Drop Dead Gorgeous**

**I See Right Through You!**

**Pschew!!!**

**Attacks**

**Slap You Silly 8, damage 5 (unarmed melee)**

*Major Pane, the math teacher*

Major Pane is a former marine who wants to make sure that all you maggots get a proper ejucaation! You didn't do your trigonometry homework? DROP AND GIVE ME TWENTY!

**Type: furry (bulldog) male**

**Statistics**

		<b>Handles</b>
<b>Brains 6</b>	<b>Dodge 12</b>	<b>Former Marine</b>
<b>Brawn 8</b>	<b>Soak 18</b>	<b>Grouchy</b>
<b>Guts 8</b>	<b>Resist 17</b>	<b>Loyal</b>
<b>Wits 5</b>		
<b>Cool 5</b>		

**Skills**

**Math (Brains) +5: 11**  
**Bluster (Cool) +8: 12**  
**Trashing Bozos (Brawn) +6: 14**  
**Go Commando (Wits) +5: 10**  
**Use Military Hardware (Wits) +5: 10**  
**Take It Like a Manly Man (Guts) +3: 11**

**Gimmicks**

**One Scary Mammajamma**

**Whut?**

**Teacher Smash!**

**Attacks**

**Trash Bozo 14, damage 9 (unarmed melee)**

### *Mr. Medzo, the English homeroom teacher*

Mr. ... Medzo ... has ... 7:00 a.m. ... English ... which ... is ... every ... player character's ... home ... room. ... Bueller? ... Bueller?

#### **Type: furry (tortoise) male**

##### **Statistics**

**Brains 8**

**Dodge 8**

**Brawn 5**

**Soak 17**

**Guts 5**

**Resist 19**

**Wits 1**

**Cool 8**

##### **Handles**

**Always ... Drones**

**Not Impressed**

**Not Amused**

##### **Skills**

**Literary Knowledge (Brains) +5: 13**

**Drone (Cool) +8: 16**

##### **Gimmicks**

**Natural Defenses (shell)**

**Whut?**

**Who IS This Guy?**

##### **Gear**

**Pointer stick (+1 damage)**

##### **Attacks**

**Thwap With Pointer 5, damage 6 (melee)**

## Mooks

Mooks are GM characters who are designed to get in the way of the players, only to turn around and be mowed down by those same players. How do you know when you're fighting a Mook? Generally speaking, they'll all look exactly alike and probably have the same stats, except for one or two individuals who have special equipment or an unusual technique. Mooks include henchmen, the bully's gang of toadies, and of course those pesky ninja.

Mooks, no matter if they're unwashed rabble or highly-trained super-agents, generally have three Stats at 3, two Stats at 5, five or fewer Skills at +3,

and two Gimmicks. They may have equipment that will give them a slightly bigger edge.

If you find yourself playing *Furry Battle Academy!* for a long time, you may find yourself outgrowing Mooks, particularly if at least one character in the group has Mookslayer. If that happens, it may be time to move up to the Elite Mook – who has three Stats at 5, two at 8, five or fewer Skills at +5, and three Gimmicks. Ain't *we* getting hoity-toity?

### ***Mook-Only Gimmicks***

Mooks have their own set of Gimmicks! Not because Mooks are special (they aren't), but because no player is likely to want any of these Gimmicks. The Mook-Only Gimmicks are:

- **Mook Bravery** (As long as no Mook has been hurt, you are immune to fear and any Boggle attempts; as soon as a single Mook goes down, however, your opponent gets a free Freak Out attempt against you. If any Mooks are injured even in the slightest, you lose this benefit)
- **Mook Discipline** (For every Mook in the group standing, gain a +1 to Resist Freak Out, up to +5)
- **Mook Teamwork** (For every Mook in the group standing, gain +1 to attacks and Skill use, up to +5)
- **Who ARE These Guys?** (You are immune to either Boggle or Freak Out attempts – you must choose which at character creation – as long as at least one other Mook is standing; you can take this Gimmick twice to be immune to both)

### ***Agents of the Furry Undersecretary for Zoning (the F.U.Z.)***

The Furry Undersecretary for Zoning is tasked with keeping things peaceful and orderly, as far as norm/furry relations are concerned. His basic

approach to that has been, whenever there's trouble, to send in troops with the orders "Pacify with extreme prejudice!" So now whenever furries get out of bounds (such as shooting up the shopping mall trying to fight off the Disco Dwarves from Dimension X), the F.U.Z. get sent in to haul the furries back to their "Designated Zone" – in this case, Walter Mondale High School.

**Type: human of either gender**

<b>Statistics</b>		<b>Handles</b>
<b>Brains 3</b>	<b>Dodge 10</b>	<b>Hup! Hup! Hup!</b>
<b>Brawn 5</b>	<b>Soak 15</b>	<b>Dislike Furries</b>
<b>Guts 5</b>	<b>Resist 15</b>	<b>Disciplined</b>
<b>Wits 3</b>		
<b>Cool 3</b>		

**Skills**

**Locate Furries (Wits) +3: 6**  
**Drive Vehicle (Wits) +3: 6**  
**Intimidate (Cool) +3: 6**  
**Fire Weapons (Wits) +3: 6**  
**Subdue Foes (Brawn) +3: 8**

**Gimmicks**

**Mook Discipline**  
**Whut?**

**Gear**

**Death Ray (+3 damage)**  
**Truncheon (+3 damage)**  
**Body Armor (+3 Soak)**  
**Walkie Talkie**  
**Cellphone**  
**Patrol Car or Helicopter**  
**Various high-tech gadgetry as appropriate**  
**(e.g., infrared goggles, putty gun, stun grenades, net launcher)**

**Attacks**

**Death Ray 6, damage 6 (ranged)**  
**Truncheon 8, damage 8 (melee)**

**Joe Student/Jane Student**

The average student at Walter Mondale High.

**Type: human of either gender**

<b>Statistics</b>		<b>Handles</b>
<b>Brains 3</b>	<b>Dodge 12</b>	<b>normal</b>
<b>Brawn 5</b>	<b>Soak 18</b>	<b>boring</b>
<b>Guts 3</b>	<b>Resist 17</b>	<b>whatever</b>
<b>Wits 3</b>		
<b>Cool 5</b>		

**Skills**

**Favorite Subject (Brains) +3: 6**  
**A Random Skill (Brains) +3: 6**  
**Martial Arts (Brawn) +3: 8**

**Gimmicks**

**Teen Smash!**

**Attacks**

**Martial Arts 8, damage 6 (unarmed melee)**

### *The Popular Kids*

Insular, shallow, totally self-obsessed – and everybody wants to impress them! Doesn't it just burn you up?

#### **Type: human of either gender**

##### **Statistics**

**Brains 3**

**Brawn 5**

**Guts 3**

**Wits 3**

**Cool 5**

##### **Handles**

**popular**

**shallow**

**hates furrries**

##### **Skills**

**Favorite Subject (Brains) +3: 6**

**A Random Skill (Brains) +3: 6**

**Martial Arts (Brawn) +3: 8**

**Be Popular (Cool) +3: 8**

**Sneer (Cool) +3: 8**

##### **Gimmicks**

**Teen Smash!**

**WTF Gimmick: Popular Kid (no matter how nasty they are or what problems they cause, the rest of the school loves them and they never get in trouble – argh!)**

##### **Attacks**

**Martial Arts 8, damage 6 (unarmed melee)**

### *The Secret Arts Cheerleading Squad*

This is a mysterious cabal of school-spirited ninja, who will do anything and everything necessary to show the world that Walter Mondale High School is the best – regardless of being tainted by the presence of furrries! Sporting ninja-style outfits in the garish green-and-yellow school colors and wielding a variety of strange weapons such as barbed-wire pompoms and flaming batons, these mysterious avengers appear from seemingly out of nowhere to insure victory for the home team during the big game (by taking out the other school's quarterback) or harass anybody who might give Walter Mondale High a bad name. Nobody

knows who their members are – they always disappear just as mysteriously as they came!

#### **Type: human female**

##### **Statistics**

**Brains 3**

**Brawn 5**

**Guts 5**

**Wits 3**

**Cool 3**

**Dodge 13**

**Soak 12**

**Resist 10**

##### **Handles**

**mysterious**

**school-spirited**

**overzealous**

##### **Skills**

**Martial Arts (Brawn) +4: 9**

**Be Sneaky (Wits) +5: 8**

**Cheer (Cool) +5: 8**

##### **Gimmicks**

**Can't Get Me!**

**I Am Ninja!**

**Skilled**

##### **Gear**

**Various ninjafied bits of cheerleading paraphernalia (+4 damage)**

##### **Attacks**

**Martial Arts 9, damage 9 (melee)**

## Appendix B: The Book of STUFF

Weird Science gadgets, martial arts weapons, bling for your ride – you name it, it's here! Unless it isn't. The stuff in here can give you some baselines to compare your own Weird Science gadgets to.

### Normal Stuff

Normal stuff, as you might expect, is stuff that isn't weird and unusual. Aren't you glad you have us here to tell you these things? At any given time, a student can be expected to have or be able to get any of these things without difficulty.

**Cellphone:** Enables you to call your friends, your family, for pizza delivery, whatever. Most include a little camera and are reasonably reliable unless you get way out in the sticks. Has a battery life of about a day.

**Laptop:** Probably not the latest and greatest, but a serviceable laptop with WiFi. Gives you access to the intarweb.

**Mocchalattio:** Teenagers shouldn't be drinking that stuff, y'know. Stunts your growth.

**PDA:** A little mini-computer that will keep notes, dates, phone numbers, to-do lists, whatever. Also plays games.

**PocketBoy:** A little mini-computer that just plays games. But they're really, *really* fun!

**PodPlayer:** All the music you can eat, dangling off your belt! Rumors that it's an alien mind-control device are *probably* false.

**Shades:** These look cool, and keep the sun from poking you in the eye.

### Expensive Stuff

This is stuff that's more expensive, obviously. Rich Kids can still get this stuff without too much difficulty, but everybody else will have to work for it, which might include getting an after-school job,

wheeling your parents for more allowance, or other forms of creative financing.

**Car:** You have a car! Dude, can we get a lift?

**Decent Wardrobe:** Including leather jacket and three different pairs of shoes for each day of the week.

**Hacker-Quality Laptop:** Firing missiles from Navy submarines by remote control is easy – getting all those bad references out of your program registry is a bit more challenging.

**HoloPod:** Two stylish tiny nibs in your ears, two stylish little lenses over your eyes, two stylish little electrodes on your temples, and suddenly you're in a completely-immersive virtual reality! You can hook up to all sorts of worlds via the intarwebs or enjoy preprogrammed content downloads. Rumors that it's the second stage of the alien mind-control are *also* probably false.

**Limousine Service:** Why just get there, when you can get there in *style*?

**Really Cool Shades:** These are *so* cool that you get +1 to all Cool rolls.

**TV Wall:** Your basic 144" high-def surround-sound television.

### Gadgets

Tomorrow's technology today! This stuff is generally not available in stores, but comes either as government or corporate equipment, or can be cobbled together by your friendly neighborhood mad scientist. Characters with the Gadget gimmick can choose their Gadgets from this list; characters with Weird Science or similar skills can create their own!

**Body Armor:** Big, bulky, and intimidating, this stuff looks ridiculous but gives you +3 Soak. It is standard issue equipment for the F.U.Z.

**Death Ray:** Developed by the F.U.Z. to maintain order, the incredibly mis-named Death Ray stuns its target, scorching them and ruining their clothes, but does no permanent damage. The basic model is roughly the size of a Tommy Gun and is a normal weapon (+3 to +6 damage). Big honkin' Death Ray Rifles also exist.

**Inertia-B-Gone Spray:** Sprayed on any object, this effectively negates all of the object's mass, which means you can lift it, toss it, play tennis with it, whatever, no matter how heavy it is! However, this sometimes has unexpected consequences – if you toss an inertialess car into the air, it won't come back down! In fact, it won't even stop before it goes into orbit, unless air resistance slows it down enough. The effects of Inertia-B-Gone Spray last d6 x 10 minutes, after which time anything floating in the air will come crashing down, hard.

**Invisible Ink:** When painted on a person or thing, turns it or them invisible. Lasts for an hour, unless washed off.

**Jet-Powered Rollerskates:** Enable you to skate at freeway speeds – but you'll need to make Wits checks periodically to keep from crashing into obstacles (including walls, other students, and Vice Principal Gibraltar).

**Putty Gun:** This looks roughly like a cartoon bazooka, and fires a large blob of goo that splatters against its target and fills a 5' area with sticky glop. Anyone hit by a Putty Gun is immobilized (effectively putting them Down For the Count while they're stuck), but they may attempt to break out by beating a difficulty 20 on Brawn. The glop disintegrates on its own after d6 x 10 minutes.

**Spy Eye:** This is a little radio-controlled robot about the size and shape of a hummingbird that has a pinpoint camera mounted to its nose. The

camera broadcasts audiovisual signals back to the remote unit, which can be either hand-held or connected to a computer if you want to save the feed.

**Stun Grenade:** This grenade hits everyone in the immediate area with a zap charge (similar to the death ray), which acts as a Boggle attempt at +10.

**Sucker Suit:** This rubber suit is covered with tiny suction cups, enabling you to cling to walls, ceilings, or any smooth surface. (Bottom of a helicopter? No problem!) It effectively gives you the skill "Cling to Surfaces (Brawn): +10".

**Valetbot:** A chrome version of Jeeves that will carry your stuff, do your chores, and generally be servile to you. Statted as a Mook of the type WTF (creation).

**Ventriloquizer:** This will disguise your voice and throw it anywhere you can see – great for making it sound like Major Pane just said, "My name is Major Doodyhead!" or giving fake marching orders to the Secret Arts Cheerleading Squad. Effectively gives you the skill "Disguise and Throw Your Voice (Cool): +3".

## Weapons and Martial Arts Gear

Almost all weapons come in three categories: Piddly, Normal, and Big Honkin', with melee and ranged as variations. What's the difference?

**Piddly:** Piddly weapons are not that threatening, and only to +1 damage. Things like rulers swatted across knuckles or foam rubber bats are piddly weapons.

**Normal:** Normal weapons are things like swords, guns, spears, bows and arrows, brass knuckles, etc. They do +3 to +6 damage, depending on the skill of the wielder. If you

have Fire Gun (Wits) +1, +2, or +3, and shoot a Death Ray, you get +3 damage with it. If you have Fire Gun (Wits) +5, you get +5 damage, etc. However, this maxes out at +6 – so even if you have Fire Gun (Wits) +10, the gun still only gets +6 damage. Damage modifiers from Gimmicks (such as Orbital Punch! or Natural Weaponry) do not scale this way, but have a set amount of damage they always do. Player characters may have a weapon if they have a skill applicable to it. Note that “Martial Arts (Brawn)” incorporates many weapons, particularly nunchaku, spears, staves, and swords.

**Big Honkin’:** Big Honkin’ weapons are things like bazookas, *Final Fantasy*-esque megaswords, disintegrator beams, lightsabers, tactical nukes, etc. They do whatever damage the GM decides, usually starting at +7 and going up to “insta-kill” (although given that *Furry Battle Academy!* doesn’t usually do “kill” this is obviously extremely rare). Generally, player characters won’t be wielding Big Honkin’ weapons, as these are more plot devices than actually things you’re supposed to roll dice with. To wield a Big Honkin’ weapon, you must have a Skill applicable that weapon (e.g., Use Military Hardware (Wits)), otherwise you’ll just blow yourself up (or lop your own head off, or whatever) by mistake.

Any weapon that *doesn’t* fall into one of these categories is handled on a case-by-case basis. These would include Gimmicks, some Gadgets, “weapons” that don’t actually do physical damage but Boggle or Freak Out opponents, that kind of thing.

***Question:** Aw, man! I wanted pages and pages of detailed weapon weights-vs.-speed ratios and variant*

*stats for two hundred different types of handgun!*

***Answer:** Were you listening when I said this wasn’t Fleet Movements Over Europe?*

# FURRY BATTLE ACADEMY! v1.2

Character Name: \_\_\_\_\_

Type: \_\_\_\_\_

Statistics

**Brains:** \_\_\_\_\_

**Brawn:** \_\_\_\_\_

**Guts:** \_\_\_\_\_

**Wits:** \_\_\_\_\_

**Cool:** \_\_\_\_\_

**Dodge (7 + Wits + Skill + Gimmick + gear):** \_\_\_\_\_

**Soak (7 + Guts + Skill + Gimmick + gear):** \_\_\_\_\_

**Resist (7 + Cool + Skill + Gimmick + gear):** \_\_\_\_\_

(Boggled: no Dodge, -5 Soak)

**Current Hits:** \_\_\_\_\_

**Unspent XP:** \_\_\_\_\_

Handles

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Skills (Stat): Total

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Gimmicks

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Gear or Other Notes

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Attacks: to hit, damage

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