

Pirates Of The Stormsewer Main

It all started when a certain magic item was accidentally dropped down a storm drain...

Several rats and mice have been randomly "Awakened" at birth; they gained human-like intelligence and prehensile hands. It's semi-heritable - at birth, an Awakened mother can make an IT roll for each child to Awaken them.

This has been going on for many generations, and now the storm sewer mains are plied by rodent merchant ships, ranging from 10 to 25 decimeters long. These also carry the rodent language, Stormtongue, and knit together a very loose society. Until recently, the merchant ships have been valued by all... But a ship rat named Crow changed all that.

Crow discovered the house of a human mage; mages are rare among humans, and Crow moved to monopolize this resource and loot it for all it was worth. With some early items he bought a ship and a crew of goons, and for days he rudely dominated the western mains in order to ship his cargo without anyone else getting close.

Such precious cargo in such unpleasant hands proved too tempting a target, and piracy came to the stormsewer mains with a vengeance. It quickly spilled over to raiding other ships, and even after Crow left for points unknown the damage had been done.

CHARACTERS

SIMPLE CHARACTER CREATION

- Choose a "class": Fighter, Expert, or Mage.
- Choose a species, and pay for DX, HT, and IT. Fighters raise DX and HT above species average, experts raise DX and IT, and mages raise IT and HT.
- Roll or choose a size from the size table, and pay for that ST level. Fighters are generally large, mages are generally small, and experts are generally medium-sized.
- Choose an appearance level and pay for it. Mice generally take an androgynous level.
- Choose a wealth level and pay for it.
- Take "everyfur" skills: Area Knowledge(take the general skill, then raise one concentration skill to reflect where you're from), Athletics(raise the general skill a bit), Build, Medical(First Aid)(raise it a bit), Melee, Ranged, and Repair.
- Fighters raise one concentration skill each in Melee and Ranged, and take Power Blow and Combat Reflexes. If their primary weapon is balanced(i.e. does not unready itself when used) and one-handed, take Ambidexterity.
- Experts take Design, and raise one concentration skill each in Design, Build, and Repair. Choose two of Influence, Monkeytongue, Perform, Street, and Survival, and take and raise the general skill a bit.
- Mages take Cast and raise one concentration skill in it.

ADS

ATTRIBUTES

DX(±20/level)
HT(±10/level)
IT(±10/level)
Per(±5/level)
ST(±10/level)
Will(±5/level)

DERIVED STATS

BASIC SPEED

Starts equal to [DX+HT], can be modified at ±5 per level. This is the root stat behind movement and is used for initiative(which doesn't involve rolling).

MOVE

This is actually a different stat for each mode of movement.

Ground Move starts equal to Basic Speed, and can be modified at ± 1 per level.

Swim Move starts equal to $[\text{Basic Speed} / 5]$, and can be modified at ± 1 per level.

REACTIONS

These ADS control your basic likability; attitude also matters, but stacks with these. They apply a modifier to reaction rolls (and influence rolls and other "reaction-like" rolls).

APPEARANCE

You're attractive or unattractive, modifying reaction rolls from those who see you.

Hideous(-16): You are ugly beyond ugly; horribly battle-scarred, mangy, preferably several things at once. -4 on reaction rolls.

Ugly(-8): As above, but not so bad - maybe only a dull coat and snaggle teeth. -2 on reaction rolls.

Unattractive(-4): You look vaguely unappealing, but it's nothing anyone can put a finger on. -1 on reaction rolls.

Average(0): The default level. Most people have Average appearance.

Attractive(4): You're appealing, but not especially so. +1 on reaction rolls.

Very Attractive(8): You don't enter beauty contests, but are definitely good-looking. +2 on reaction rolls.

Handsome/Beautiful(12): You could enter beauty contests. +4 on reaction rolls from those attracted to your gender, +2 from others.

Androgynously Beautiful(12): You're more than just attractive, but your appeal has no regard for gender preference. +3 on reaction rolls.

Very Handsome/Beautiful(16): You could win beauty contests - regularly. +6 on reaction rolls from those attracted to your gender, +2 from others.

Androgynously Very Beautiful(16): You're unbearably cute, or maybe your sexiness is beyond gender. +4 on reaction rolls.

CHARISMA(5/LEVEL)

You have a natural ability to impress and lead others. Anyone can acquire a semblance of charisma through looks, manners, and intelligence - but real charisma is independent of these things. +[Level] on all reaction rolls.

DISTURBING VOICE(-10)

Your voice is unpleasant. This may be due to a throat injury, a problem like stuttering, or perhaps the manifestation of a psychological problem. -2 on reaction rolls from those who can hear your voice, and for the appeal of your speaking and singing.

ODIOUS PERSONAL HABIT(-5/LEVEL)

You usually or always behave in a fashion repugnant to others. An Odious Personal Habit(OPH) is worth -5 points for every -1 to reaction rolls made by people who notice your problem. Specify the behavior when you create your character, and work out the level with the GM.

PITIABLE(5)

Something about you makes people pity you and want to take care of you. You get +3 on reaction rolls from those who consider you to be in a position of helplessness, weakness, or need (which *never* includes those with Callous). Taken in conjunction with above-average looks, Pitiable means you are "cute" instead of "sexy"; in combination with below-average looks, it means you are "appealingly homely", like a basset hound.

VOICE(10)

You have a naturally clear, resonant, and attractive voice. +2 on reaction rolls from those who can hear your voice, and for the appeal of your speaking and singing.

MAGIC

ETHERSENSE(5 OR 10)

You can sense the flows of magic; any mage worth their salt should have Ethersense: Full.

Dedicated(5): You can't use your ethersense at the same time as your mundane senses. You can switch between ethersense and your other senses with a Ready action.

Full(10): Your ethersense is fully integrated with your other senses; you have six senses active at all times.

MENTAL LIMITATIONS

These range from personality traits to full-blown disorders, and come in two types: Self-Imposed and Resisted. Most are Resisted; these have a level, and to resist them you make a self-control roll, rolling against [18-Level]. Self-Imposed limitations are usually virtues, but in any case they're important to you.

BLOODLUST(-2/LEVEL)

CALLOUS(-1/LEVEL)

MISCELLANEOUS

ACUTE SENSES(2/LEVEL)

Each sense is a separate advantage that modifies Per when using that sense. Unless otherwise stated, anyone may take Acute Hearing, Acute Smell, Acute Taste, Acute Touch, or Acute Vision. Those with Ethersense can take Acute Ethersense. If you have three or more acute senses, you can "cash in" levels in them for levels of Per.

AMBIDEXTERITY(5)

You don't take an off-hand penalty with either hand.

BREAKING BLOW(10)

You can mystically focus on weak points in armor(or other inanimate objects). You gain access to the Breaking Blow attack; in this attack, first pay 1 FP, then make a normal melee attack. If it hits, make an IT roll. On a success, your attack gains an armor divisor of 5.

COMBAT REFLEXES(15)

LITERACY(±3/LEVEL)

A character is, by default, literate in Stormtongue, but not in any human language. Any character can be illiterate in Stormtongue for -3 points; a character with the Monkeytongue skill can be literate in a language for 3 points per language(though they still need to make Monkeytongue rolls to read and write these alien languages).

POWER BLOW(10)

You can make devastatingly-strong attacks. You gain access to the Power Blow action; in this action, first pay 1 FP, then make a Will roll. On a success, make an attack with your ST doubled. On a failure, you can make an ordinary attack if you want.

PRESSURE POINTS(10/LEVEL)

Each level grants you access to a new attack, used with the Melee(Unarmed Strikes) skill. The first level grants the basic Pressure Points attack; if it hits and would deal damage, make a Medical(Pressure Points) roll. If that succeeds, then instead of dealing damage, this imposes a penalty equal to the rolled damage on all rolls the target makes until your next turn. With further levels, you can choose an attack below.

Maim: You gain access to the Pressure Points: Maim attack; if it hits, make a Medical(Pressure Points) roll. If that succeeds, then your damage becomes impaling.

Stun: You gain access to the Pressure Points: Stun attack; if it hits and deals damage, make a Medical(Pressure Points) roll, and the target makes a HT roll to resist. If you overcome their resistance, the target is stunned for one round per point of margin.

Advanced: You must already have at least one chosen Pressure Points attack to choose this one. When you make a chosen Pressure Points attack, you can make an extra Medical(Pressure Points) roll to impose a penalty as from the basic Pressure Points attack, in addition to the normal effects of the chosen attack.

SKILLS

It costs 5 points to take a general skill at +0, or 2 points to take a concentration skill at +0. (Without this, skills default to ½ the attribute.) Once you've taken a skill(and taking a general skill counts as taking all its concentration skills), you can increase it at 5 points per +1 for a general skill, or 2 points per +1 for a concentration

skill.

AREA KNOWLEDGE(IT)

The High Main, Western Mains, Eastern Mains, Southern Mains, [by tributary area]

This skill indicates how well you know your way around the stormsewer system. There's a separate skill for the sanitary sewers, and another for the overground.

ART(IT)

Jewel, Text, Visual Arts, [by Build concentration]

ATHLETICS(DX/HT)

Acrobatics, Aerobatics, Aquabatics, Body Sense, Climb, Fly, Jump, Run, Swim, Throw

BUILD(DX)

Cloth, Leather, Metal, Plastic, Stone, Text, Wood

This covers the utilitarian aspects of building things; make an Art roll(with the same concentration) to determine how good it *looks*. See also Design and Repair.

When building things for a creature(like clothing), apply the difference in SM. (Thus mice make better tailors.)

CAST(IT)

Wand, Staff, Orb

DESIGN(IT)

[by Build concentration]

MONKEYTONGUE(IT)

[by language]

You have some understanding of human languages; make a skill check to understand each statement, or to make each understandable statement of your own. This may be easier if you take Literacy in their language and stick to writing, since it's difficult to speak in frequencies humans can hear.

INFLUENCE(IT)

Diplomacy, Fast-Talk, Interrogate, Intimidate, Politics, Sex Appeal(HT)

Charisma and Appearance apply.

MEDICAL(IT)

First Aid, Pressure Points,

MELEE(DX)

Grapple, Knife, Polearm, Sword, Unarmed Strike

PERFORM(DX)

Combat Art, Composition(IT), Dance, Percussion, Song(HT), Strings, Synths(IT), Winds

Charisma applies, and sometimes Appearance applies.

RANGED(DX)

REPAIR(DX)

[by Build concentration]

SPORTS(DX/IT)

[by sport]

STREET(DX)

Disguise, Escape, Forensics, Lockpicking, Sleight Of Hand(including pickpocketing and filching), Smuggle(hiding things on yourself, a vehicle, etc), Stealth

SURVIVAL(IT)

Field, House, Sanitary Sewer, Storm Sewer, Street

ZEN ARCHERY(DX)

[by Ranged concentration]

To use this, make an attack roll using the lower of Zen Archery and Ranged, but if it misses, you don't actually take the shot - you can tell the moment isn't right. This skill is thus highly useful for snipers.

Cooking

Detect Lies(Per)

Knots

Law(IT)

Search(Per)

Weather Sense

SPECIES

Wharf rat fur ranges from brown to grey.

Ship rat fur can be black, grey, white, or agouti(a salt-and-pepper appearance resulting from striped hairs).

Mouse fur ranges from light brown to black, with a lighter belly.

SIZE TABLE

3D6	Wharf Rat					Ship Rat					Mouse				
	Wt	Body	Tail	SM	ST	Wt	Body	Tail	SM	ST	Wt	Body	Tail	SM	ST
3	86g	14cm	14cm	-6	9	57g	12cm	14cm	-6	8	5g	6cm	5cm	-8	4
4	114g	16cm	15cm	-5	10	76g	13cm	15cm	-6	9	6g	7cm	5cm	-8	4
5	143g	17cm	16cm	-5	11	95g	14cm	17cm	-6	10	8g	7cm	5cm	-8	4
6	171g	18cm	17cm	-5	12	114g	15cm	17cm	-6	10	10g	8cm	6cm	-7	4
7	200g	19cm	18cm	-5	12	133g	15cm	18cm	-6	11	11g	8cm	6cm	-7	5
8	229g	19cm	18cm	-5	13	152g	16cm	19cm	-5	11	13g	8cm	6cm	-7	5
9	257g	20cm	19cm	-5	13	171g	16cm	20cm	-5	12	15g	9cm	6cm	-7	5
10	286g	21cm	20cm	-5	14	190g	17cm	20cm	-5	12	16g	9cm	7cm	-7	5
11	314g	21cm	20cm	-5	14	210g	17cm	21cm	-5	12	18g	9cm	7cm	-7	5
12	343g	22cm	21cm	-5	15	229g	18cm	21cm	-5	13	19g	9cm	7cm	-7	6
13	371g	22cm	21cm	-5	15	248g	18cm	22cm	-5	13	21g	10cm	7cm	-7	6
14	400g	23cm	22cm	-4	15	267g	19cm	22cm	-5	13	23g	10cm	7cm	-7	6
15	429g	23cm	22cm	-4	16	286g	19cm	23cm	-5	14	24g	10cm	7cm	-7	6
16	457g	24cm	22cm	-4	16	305g	19cm	23cm	-5	14	26g	10cm	8cm	-7	6
17	486g	24cm	23cm	-4	16	324g	20cm	24cm	-5	14	28g	10cm	8cm	-7	6
18	514g	24cm	23cm	-4	17	343g	20cm	24cm	-5	15	29g	11cm	8cm	-6	6

A mouse takes up one hex. A rat takes up two hexes.

Other attributes aren't very bound to size.

Wharf rats have DX: 9 and HT: 11 on average.

Ship rats have DX: 10 and HT: 10 on average.

Mice have DX: 12 and HT: 8 on average.

IT averages 10 for all Awakened creatures. (Non-Awakened rats and mice have IT 2 or 3.) Will and Per average 10 for rats and mice, whether Awakened or not.

In addition, the species have various ADS.

Wharf rats have Colorblindness: Red/Green(-5), Perk: Fur(1), and a +2 bonus to Athletics(Swim) skill(4), for a total of 0 points.

Ship rats have Colorblindness: Red/Green(-5), Perk: Fur(1), and a +2 bonus to Athletics(Climb) skill(4), for a total of 0 points.

Mice have Colorblindness: Total(-10), Perk: Fur(1), Pitiabale(5), and a +1 bonus to Athletics skill(5), for a total of 1 point.

COMBAT

A combat round is 4 seconds.

Each round, you can take a movement and an action.

MOVEMENTS

Walk: Move up to $\frac{1}{4}$ your Move without penalty.

Hustle: Move up to $\frac{1}{2}$ your Move, at a -3 on all ranged attacks. (You're also at -3 to be hit.)

Run: Move up to your Move in a straight line, at a -6 on all ranged attacks. (You're also at -6 to be hit.)

Change Posture:

ACTIONS

Fight: Take two attacks.

Cast: Take two castings.

Evade: Take no actions of your own, but make active defense rolls to negate attacks on you.

Ready: Ready a weapon, or the like.

ATTACKS

Melee Attack: Attack with a melee weapon.