



YIFF PUNK

Yiffpunk.

The mature furry black comedy horror RPG

A shoddy foreword.

First of all, thanks for picking up Yiffpunk. Second of all this is this is a basic tabletop Role playing game, all that really needed is some people to control the Player Characters, they are called Strings of Fate, a guy to ref the verbal Calvinball, dubbed The Universe, some record keeping stuff like a Tablet, A Computer or some paper, and finally a six sided die. Of course one could play alone, but that would be just writing with a die as a randomizer.

Again, thanks for picking this up, and if you pass it around make sure to tell your friends to swing by one of my sites and pick up a copy just for moral support.

- Louis Osborne.

Yiffpunk is (C) Louis Osborne, of Furwerk studios.

Hairpunk is (C) Louis Osborne, of Furwerk studios.

Developer, creator, artists: Louis Osborne.



Making Characters,
and other important rules

Character creation.

A String of fate begins with a few things, one of them is to think up a name, appearance and something a history, which is good fodder for the Universe to screw with, dream up what species they are what genes they might have and then start arranging traits and picking skills. Not in that order, just a suggestion.

Attributes.

Attributes, called traits, are for the mechanics of the game, it's basically how many skills they have, what they can lift, how hard they punch and how far they can go.

The baseline for characters is:

A character begins with 55 Health points.

A character can carry up to 10 pounds comfortable, beyond that it's lugging where the walking/running distance is cut 2/3 up to 20 pounds then it becomes lifting and it cuts the walking/running distance is cut in half. Anything over 50 pounds needs a task roll.

A character can move around 30 feet walking and 50 feet of running, but a character can only run three turns before stopping for two turns to rest.

There is four traits, and each character gets eight level to spread over them in any shape or form they want. To raise a trait, they would need to use experience points, which is ten Exp is needed for each level.

Head: Each level of this trait grants two more skill slots.

Action: Each level of this trait grants 9 more pounds of carry, 10 of lugging and 20 lifting.

Impact: Each level of this trait grants 2 points of damage for strike attacks, and adds 10 more HP.

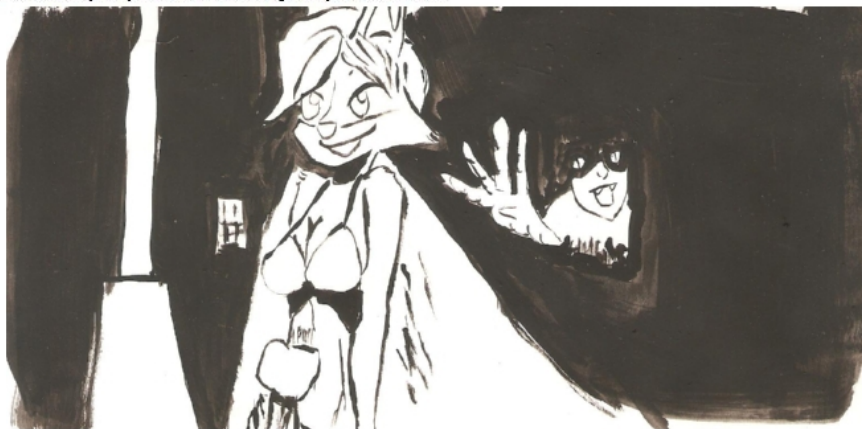
Reflex: Each level of this trait 10 feet of walking and 20 feet of running, and 2 extra run turns.

Skill: A skill is something that a character learns or experiences that gives them a benefit, like first aid which gives back some health or perhaps marksman which grants ether extra damage or adjusting a gun's shock rating. To create a skill one thinks up a skill's name, then their function, next is a draw back so it cannot be abused, like that first aid skill might require a special kit to be carried around at all times, a task roll is needed or can be used only once per scene.

All characters start with one skill slot, but can be expanded by their head traits.

Screws: This measures how sane a character is, each character begins with ten of them. When a character dips down to five they begin to have a twitch/tell, three that twitch/tell becomes a terminate thing and finally when there is no more screws that character utterly insane and now a NPC.

How a character lose screws? When they confront something that disgust, frighten, morally affront them, when this happens the character goes through a task roll called a "turn". Depending on how bad the situation the difficulty differs, winning the character might be shaken yet is okay but losing the roll the screw is lost. What can regain a screw? Long term treatment, and rest, or playing up to the things they love for a while, it's slow but that's life. How can the universe know what buttons to push? There is a thing called, "fix" and "break", which is boiled things of the stuff they truly hold dear and things they fear and loath.





Living and dying in the toon lane.

Toon got this thing called health points, or "HP". Stuff that can hurt is called a damage points, or DP. Naturally when dealing with the supernatural, or anything else really, someone is going to get hurt, which dips the Health points down a bit. The damage usually heals right away like big wounds and things like limb removal can be easily corrected (see toon physics), and the most physical thing they suffer is fatigue. Mentally it can be hell, but that's what screws and house ruling are for.

When a character is hurt the damage usually remains through the scenes until either a long enough time passes in game, they stop by a doctor, a hospital or someone with a healing skill patches them. When a character reaches 0 they black out until the next scene, they usually wake up wherever they had been either left or dragged by someone.

There is not much that can really kill a toon, there are only four things really. They are: Old age, a typical toon can live to be 179 years old. Disease, most of the time but it usually generic or really nasty. The supernatural, a lot of creatures can by pass the "no die" rule. The divine, if rocks fell from the sky and kills everyone then so damn well be it.

A normal, non toon human does not get the benefit of hit points, they get shot they will die, they fall, they die, they are stabbed they die, break leg, die, swallow the wrong way, death, get punched hard, DEATH!

Hammerspace time!

Pretty much anything not animate can be placed into hammerspace by a toon, but first they have to get it into their "body" pockets first.



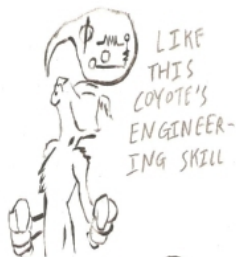
Toon species

A toon has a "species" that take their appearance, social standing and varies natural abilities they have. Not only does it determine what most can do, in a role playing sense it sets up context of how they interact with the world in general. A lot of toon species have their own ways of looking at the world, same way people do, and to many have different ideas too. One community of dogs might except cats, another will dislike them and a few hates them, and god help they if they are a dog cat mix.

A string of fate can dream up more types but they must come up with a few things. Simple things like what they are, type, and what natural talents they have, called genes. Genes can take on ether a role playing effect or a game mechanic. Below are a few examples of many, many, many types.

A note about hybrids, called mixes, they can have many bits and pieces of many types in one toon but the only two genetic traits can be used in one character creation.

Type Genes



PARENTS, LIKE ENGINEERING AND SUPER SPEED.

Dog - Smell: Can sniff out almost anything within a 30 foot range - **Friendly:** Can be very social, making many people drop their guards. This makes all social task rolls easier, by how much depends on the situation and universe's input.

Wolf - Marathon: Can run for six turns. - **Protective:** A wolf can be very protective, whatever if it's a person, object or territory and get very scary if said thing is threaten. This can ether drop all threatening social task rolls, or take only 2/3th damage in a fight, can only be used if the item/person/whatever is in danger.

Coyote - Stealth: Coyotes can move around unnoticed, this requires a task roll every few turns not to screw up, difficulty varies from situation to situation. -

Engineering: Toon coyotes were born with the alit to read a mechanical blueprint and most can actually build a rocket by age three.

Fox - Scream: Little known fact, Foxes emit a very loud scream sound that can freak people out. - **Fast talk:** A fox can talk a good game, be very convincing just about anything. Can change a social task roll, usual for better or worse depending on the universe.

Cat - Climb: Cats can climb really fast, this means they travel at running speed. - **Pur:** They can pur.

Lion - Roar: A lion's roar can be heard for about a half a mile. - **Impose:** A lion can be imposing, dropping the difficultly task roll on all threats, and raising their own.

Bear - Claws: A bear has sharp claws, very sharp indeed. They can cause 5 Damage points per use. - **Strength:** All strength values are doubled, including lifting and lugging.

Rabbit - Burrow: A rabbit can dig at the speed of walking, until they hit ether metal, a large rock or something else. - **Quick wit:** A rabbit is pretty sharp tongued, and tend to use it often.

Rat - Typhoid Mary: A rat can carry a disease for a short amount of time without feeling ill. - **Sharp hearing:** Any noise within earshot can be picked up.

Duck - Fly: Can flight, up to running speeds, and very high into the sky. - **Haggle:** This is born into every duck, they can cut down, talk up and null out any price, discount and sale there might be.

Hyena - Strong jaw: A hyena's jaws can shatter through bones pretty easily, meaning that a bite can cause 5 points of damage per bite. Target got to be held down first though. - **Social:** Hyenas are surprisingly social, especially among themselves, but they can socialize among others if they had too.

Lizard - Body temp: Can resist extreme colds or heats for a short time. - **Tough skin:** Takes 1 or 2 points of damage off of all attacks.

Human - Blind luck: Humans are naturally just stupidly lucky. - **Blend:** In many social situations a human can blend into the crowds, melting into many faces like they belong.

Unrealistically realistic.

Human toons, despite the stereotypes in the media, look just like anyone other non toon human around. They just can do things toons can, and a few might have hair colors like pink, blue and what nots.

Experience Points.

After an adventure the Universe grants experience points to all Strings of Fate, which can range between 1 to 5 points per string and depends upon how well they played, or how much the Universe likes them.



TASK WORK LIKE THIS
ASITUATIONIS RATED



GET THESE
FOR SUCCESS.

ROLL.



IN THIS SITUATION
THESE ARE FAILURES.



A TASK CAN BE ADJUSTED
FOR A SITUATION
BUT GET THIS AND IT'S
AN AUTOMATIC FAILURE.

A SKILL IS
SOME THING
FOR A
CHARACTER
TO USE



WITH
A BENEFIT



AND
A
DRAW
BACK



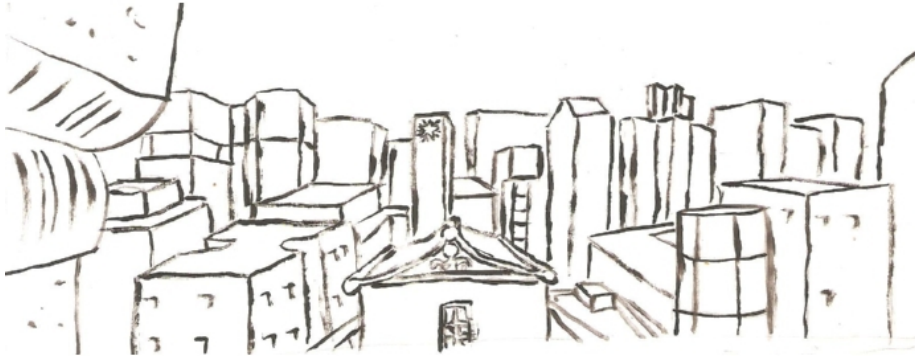
Handling tasks and situations.

In this RPG many conflicts, difficult situations and tasks are handled by a single die mechanic dubbed the "task roll". The idea here is the Universe sets up a difficulty, using the chart below, and the roller, be a String Of Fate or the Universe, must either get the number or a value lower to succeed.

An example is Universe need the NPC to do something moderate, which is four, they roll and get a two which is a success. If it was a five or higher, though, it would be a failure.

Also the highest number that anyone can roll for a success is five, six is reserved as a poison number and for dramatic failures.

- 1 - Miracle - a bonus is added to the results.
- 2 - Impossible
- 3 - Hard
- 4 - Moderate
- 5 - Easy
- 6 - Automatic dramatic failure - A penalty is inflicted on the roller for the rest of the scene.





**Science and populace
of the toon setting**

In the world of Yiffpunk it's not quiet a simple desaturated pallet swap of our little world, but it's also not all sunshine and rainbow bjs ether. It's like if the entire world was Tromaville, drawn by Sam Keith and written by Grant Morrison and Warren Ellis.

Ahem. Point being it's weird, and it gets worse too. Not only in Yiffpunk there is toons walking the streets but creatures, monsters and slashers are out there too, right in the open and the norms ether ignore it, deny it, serve it, hump it, eating it or get eaten by it. Typically this sort of thing creates problems, and they would be right. Not to be overwrought but the creatures live in the darkness of the shadows, and they are crowded. Humans are no use, so it's up to the toons to pour on the gasoline, light the match and hurl themselves screaming head first right at the darkly, darkness of the inky dark.

One might ask, why? Why even care or bother with dealing with such things? They are basically functional immortal, and there cut rate gods. But the answer is it is not so simple, some times it could be complex like a pack of zombie werewolf bankers foreclosed on the house one lived in and want revenge, or a vampire had torn out a heart from a horse then almost beat an uncle to death (which medical records will list as a "heart attack"), a toon might believe that creature must be stopped. Of course it could be simpler, like moving into a haunted house with a violent ghosts, and the very simple fact many live in large communities, where one cannot go a block without running into something messed up.

It sucks, but what else is there?

In the chapter the basic facts, brief history and little bit of physics will be covered.

Toon physics if a really large, confusing ordeal of fringe science that contradict itself a lot and has textbooks upon text books on just the elementary stuff, and the mountain of the advanced stuff is best left unspoken. But do not fret, this writer had taken some time and sanity to boiled down a minor list of the primary examples in the chart.

The 12 plausible impossible of toon physics.

1 Any body suspended within space can remain in space, as well long as they concentrate on. A toon can focus on keeping themselves afloat until it's lost, meaning any toon who walks off a cliff can stay in the air if they ether are unaware or think very hard as if there was ground beneath them. It's all kind of Zen in a way).

2 A solid black area can instantly teleport a toon through any non animate object, as if it was a tunnel. It never works anything alive though.

3 A toon can be torn apart, even down to the atomic level, and still be able reattach and mold back to their old selves. Hurts like a mother, though.

4 Bodies can be distorted and contort to ridiculous measures. Small mouse hole? Just get squashed through. Need to fit within a box, climb inside. Got flatten by a steamroller, just wait until the mass returns to shape. Limbs can stretch pretty far, usually about ten to fifteen feet.

5 Limbs can be removed and reattached with little medical help, even the head can be cut off and the body will just go on operating, poorly though, without it until it's reattached.

6 Body parts can be replaced if someone "draws" a copy of the missing limb, even if it's pretty crude version of it, and place it against the stump against the image. The image will emerge as a fully formed limb, as for the lost limb it simply just fades away.

7 Any object exiting hammerspace can be held as if weightless for five seconds, then the actual weight returns.

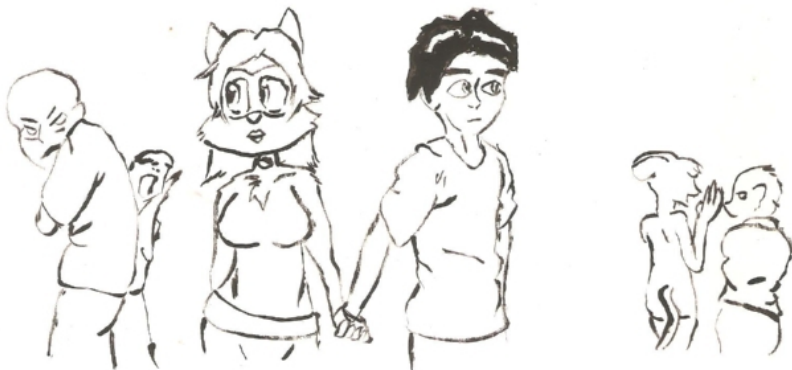
8 Hammerspace can contain any non animate object in existence and can be accessed only by the one who put it there or a very special machine by those who did not.

9 Genitalia is generally hidden, until needed or coaxed out, and every toon has human reproductive organs... That's as far as I am going on the subject of sex.

10 Injuries can occur, but it's merely a set back. A really, painfully horrible set back that gets really bloody in many situations. Over a short amount of time their body heals back to itself with little to no reminders of said injuries.

11 No toon needs air, except to expel a large gust of wind.

12 No toon is an animal, they may appear other wise but all toons are human mammals.



Some facts, useful and meaningless.

- Toons have been around since the beginning of time all over the world, no one can trace down when or how they appeared and many surmised it has to do with rare ink rock mineral while fringe scientists say it's a project of one's image to survive the environment and survived, religion is just as fractured on them with half saying god made them as a gift to man, others say they are the true man and lots think they are unnatural.

- Different parts of the world have different names for toons, in Asia they are called Kemonojin (that's both singular and plural), in Europe the name furry floats around and in America toons are called toons. There is no true universal word for a toon.

- In the West, well, parts of the West, toons were used for purely for entertainment and slave labor due to their seemingly strange immortality, if they were banished out and out from communities. In the East they were also used as entertainment, but also as defenders as well and grew as a part of the communities.

- The word "toon", stems from the name Karl Tunz, a theater manager in 1810 America, who exclusively used toons, who were called "beasts" back then, to perform while and dangerous stunts to draw crowds. The idea proved so popular that other tropes began to steal the idea, many would use the term "Karl Tunz' performance" in their posters, many were so busy they started to say "Cartoon" by mistake and a hurry then the word "toon" was used.

- In the silent movie days toons flocked to Hollywood for the big break like anyone else, and for a brief era they were big stars living the high life with everyone else until the 1930's, there was a big upset for the toon industry when nine old men had created a new type of film, called Hand Animation it was something back then as there were no need for props, sets, contracts and other hassles of dealing with toons. At the time no one really took the idea as a threat seriously, the industry paid dearly when it collapsed in 1962, the last American toon studio closed down in 1968. From then on all toon films were strictly a budget affairs from independent studios, with a very small rise in the 1970's due to some blue material and Grindhouses.

- Japan almost exclusively uses hand animation since the 1940's, with exceptions of live Dramas and Adult Video stuff.

- In 1958 scientists in Sweden had proven, beyond a doubt, that every toon in existence is in fact homo sapien and not an animal. A claim the world still ignores to this day.

- Inkrock, a substance that is used to create ink, is a strange mineral that is quiet chalky and is rare. It really does nothing on it's own, it can be burned but it does so poorly and smells really bad.

- Ink is a type of chemical classified as a heavy narcotic, it is derived from Inkrocks and mixed with many other chemicals. It is always a liquid, as it would never work in power form, and when a noom takes about six ounces they are granted toon like abilities for a short amount of time. After taking 36 ounces the person taking it changes into an animal based toon permanently.

This stuff does nothing to toons though.



Mean 'n' potatoes.

Breaking bones in Yiffpunk.

Combat

Fighting in Yiffpunk is a turn by turn affair, below there is a few things like names and damage points but there a few other things like a combat roll which is how hard to pull of the attack. A combat roll works like a task roll, but the difficulty can be altered by skills, if the universe allows. All normal failures counts as a miss.

Strikes

Any basic attack using the body in any shape or for counts as a "strike", there is many versions of so many strikes that can be used. While just saying "he punched that guy," or "she kicked them down" will do, these technical terms for jazzing up combat. All strikes are at arms/legs length.

Melee

A melee is a weapon that can be generalized as something has reach and can hurt someone without using ammo of any kind (sometimes).

Explosives

These weapons have a splash range, which how much an area it covers after exploding. Many of them ether must be set up, or thrown.

COMBAT IS
DONE BY
FIXED TASK
ROLLS DUBBED
"COMBAT ROLLS"



500P



COMBAT
SKILLS
CAN EITHER
INCREASE
DAMAGE



OR
INCREASE
COMBAT
ROLL
SUCCESS.
BUT NOT
BOTH.



Name - Combat roll - Damage - Note

Strikes

Punch - 4 - 2 DP - a cover all term for punching.

Kick - 4 - 2 DP - a cover all term for kicking.

Bell clap - 3 - 2 DP - "clap" hands at the base of the head.

Backhand chop - 3 - 2 DP - A backhanded swing in a "chopping" gesture.

Kesagiri chop - 2 - 3 DP - A chop to the back of the neck.

Brain chop - 2 - 3 DP - A chop directly to the crown.

Elbow - 3 - 2 DP - An elbow strike.

Reverse elbow - 2 - 1 DP - An elbow strike to behind a character upon anyone sneaking up on them.

Open palm - 3 - 2 DP - A simple hand strike.

High Knee - 2 - 3 DP - A high strike using the knee.

Shining Wizard - 2 - 5 DP - The target must be either on their knees, or preformed from a higher elevation. The knee is driven into the downed/crouched target.

Big Boot - 3 - 3 DP - When a target is charging, a solid boot to the chest/face can stop them.

Enzuigiri - 2 - 5 DP - A foot is planted onto the target's chest while the other is driven into the back of the head.

Head butts - 2 - 3 DP - A strike using one's head.

Grabbing - 2 - When successful, the target is restrained. The target can break free, using a task roll every two turns.

Irish Whip - 3 - Tosses a target into a uncontrolled run/stumble for a turn. NOTE: Need a successful grab to be used.

GTS - 2 - 8 DP - Lift over head, then drive down into a knee. NOTE: Need a successful grab to be used.

Frankensteiner - 2 - 8 DP - Flip the target over, leap into the air and smash their head into the ground. NOTE: Need a successful grab to be used.

German suplex - 2 - 8 DP - Bend backwards and pulling the target back with them, slamming them into the ground.

NOTE: Need a successful grab to be used.

Melee

Name - combat roll - weight - damage

Wooden bat - 4 - 5 DP - 5 ounces

Metal bat - 4 - 8 DP - 8 ounces

Bo - 3 - 3 ounces - 3 DP

Tonfa - 3 - 5 ounces - 3 DP

Knife - 4 - 1 ounces - 5 DP

Combat knife - 2 - 2 ounces - 6 DP

Sai - 2 - 3 ounces - 5 DP

Shuriken - 2 - 1 ounce - 2 DP

Kunai - 2 - 3 ounces - 3 DP

Kusarigama w/o weight - 2 - 11 ounces - 8 DP NOTE: can be used to "tangle" a target, cannot be used until untangled afterwards.

Kusarigama w/ weight - 2 - 1 pound, 5 ounces - 13 DP NOTE: can be used to "tangle" a target, cannot be used until untangled afterwards.

Wooden Nunchuku - 2 - 6 ounces - 5 DP NOTE: can be used to "tangle" a target, cannot be used until untangled afterwards.

Metal Nunchuku - 2 - 10 ounces - 8 DP NOTE: can be used to "tangle" a target, cannot be used until untangled afterwards.

Short sword - 3 - 5 ounces - 5 DP
 Short katana - 2 - 8 ounces - 8 DP
 Short Rapier - 3 - 6 ounces - 9 DP
 Short Foil - 3 - 5 ounces - 9 DP
 Mid sword - 3 - 6 ounces - 8 DP
 Mid katana - 2 - 10 ounces - 11 DP
 Mid rapier - 2 - 8 ounces - 12 DP
 Mid foil - 2 - 9 ounces - 12 DP
 Long sword - 2 - 10 ounces - 10 DP
 Heavy Sword - 2 - 1 pound - 13 DP
 Heavy katana - 1 - 1 pound - 15 DP
 Iron club - 2 - 10 pounds - 30 DP

Ranged

Name - Combat roll - weight - range - damage

Bow

Training - 4 - 8 ounces - 20 feet - 2 DP
 Hunting - 3 - 10 ounces - 50 feet - 6 DP
 Deluxe Hunting bow - 2 - 11 ounces - 80 feet - 8 DP
 Crossbow - 5 - 30 feet - 1 pound - 10 DP

Firearms

.22 Pistol - 4 - 70 feet - 8 ounces - 18 DP
 .38 Pistol - 4 - 75 feet - 8 ounces - 20 DP
 .45 Pistol - 3 - 60 feet - 9 ounces - 30 DP
 .50 Pistol - 2 - 50 feet - 11 ounces - 40 DP
 .22 Revolver - 3 - 50 feet - 9 ounces - 23 DP
 .35 Revolver - 3 - 60 feet - 10 ounces - 26 DP
 .45 Revolver - 2 - 65 feet - 10 ounces - 30 DP
 .50 Revolver - 2 - 40 feet - 11 ounces - 40 DP
 Shotgun (bird gage) - 3 - 25 feet - 10 ounces - 15 DP
 Shotgun (buck gage) - 2 - 20 feet - 11 ounce - 20 DP
 Shotgun (saw off) - 2 - 10 feet - 9 ounces - 30 DP NOTE: This item is illegal.
 Short Rifle - 4 - 75 feet - 8 ounces - 10 DP
 Mid Rifle - 3 - 100 feet - 9 ounces - 15 DP
 Long Rifle - 2 - 200 feet - 11 ounces - 10 DP
 SMG - 2 - 60 feet - 8 ounces - 30 DP
 Small assault rifle - 3 - 80 feet - 10 ounces - 25 DP
 Mid assault rifle - 2 - 70 feet - 11 ounces - 50 DP
 Heavy assault rifle - 1 - 60 feet - 1 pound - 70 DP
 Flamethrower - 2 - 8 feet - 6 ounces plus 6 pound tank - 10 DP per turn
 Mini gun (stationary) - 3 - 100 feet - 120 pounds - 100 DP NOTE: This item cannot be moved.
 Mini gun (portable) - 2 - 50 feet - 20 pounds - 80 DP
 Grenade launcher - 2 - 60 feet - 3 pounds - 100 DP NOTE: This weapon causes splash damage around 20 feet of the target.
 Rocket launcher - 1 - 80 feet - 10 pounds - 150 DP NOTE: This weapon cause splash damage around 40 feet of the target.

Explosives.

Cherry bomb - 5 - 10 feet - 6 DP
 Molotov Cocktail - 3 - 5 feet - 5 DP NOTE: causes fire.
 TNT (per pound) - 3 - 5 feet - 20 DP
 C-4 (per pound) - 2 - 10 feet 30 DP
 Syntex (per pound) - 2 - 20 feet 50 DP
 Nuke (Per Kiloton) - 1 - 500 feet - 300 DP NOTE: This will cause radiation fall out within the five mile area.
 Nuke (Per Megaton) - 1 - 1 mile - 600 DP NOTE: This will cause radiation fall out within ten mile area.



High Octane Nightmare fuel

Up until this point everything had been about the toons, now it's time to talk about the supernatural beasts within the world of Yiffpunk.

They suck, the end.

Perhaps that's was a bit to the point, I will explain a little more here. Here the so called darkness is everywhere, much of it does control some piece of the social order and yes even use the masses for their own gain but here's the kink, no being, be a cosmic mind blasting horror to some Hammer inspired risen count, had ever held onto the position for long and actually held onto it. Why one might ask, well that is pretty simple answer, they die. All of them. Each and every time they put some plan into motion, the controller winds up dead. The reason is so simple, because there was always some kind of idiot stumbling upon them and kind of gum up their gears, some times literally, and usually using their own body parts or their friend's.

What kind exist though? Almost every single kind, and then some. But the rules are different, and a bit twisted and or backwards, a few examples will be presented in a moment. Let's talk though about the rules of the supernatural, which is pretty simple.

There is no true rule. A monster serves as a tool, the universe's really, to cause a lot of mayhem and a plot device to get the characters whipped into a frenzy, to get the story going, as a group goal and something to act as a hit sponge. The monster in question could have hit points and traits, or be killed in one hit like a norm, they can even be totally immune to any and all attacks and can coral the characters to a point. A monster can be one of the so called "canon" examples below, or traditional version ripped out of other games or even folk lore. It's the Universe's story, and the Universe can decide what they want or not, well providing the Strings of Fate don't walk away, or beat said Universe senseless with a wet noodle, but that's their problem, not mine.

Werewolves.

Quick, what do you think of when you hear "werewolf"? Big? Hulking? Furry? Yeah.. Anyway, let's carry on with the question, do you think of a large beast who is more animal then man, found ripping humans apart in the middle of the woods while being stark naked or wearing some kind of tribal gear? Okay, what if you were wrong? Well, you are.

A real werewolf, well in the Yiffpunk world at least, is truly huge, and basically muscle bound. But the difference is they are stylish, very stylish, with expensive suits carefully tailored to fit their massive frames, and their preferred hunting grounds are in urban environments. They can use weapons and love to gang up on a prey, a wolf is a social animal after all. And they do kill humans, and hunt the occasional toon if they prove problematic, but not to eat, but for trophies.

Werewolves are weak against silver, but the attack must be a kill shot to be effective, or else they will heal from it. It would be about the same rate as a human but they still need to heal.

Also werewolves travel in tribes, not "packs" and get quiet touchy about if anyone says otherwise.

Vampires.

Ah, vampires, the opposite of the werewolves. What is thought of them? Noble, hot, suave? Not here, they are ugly here. Well not utterly ugly, but pretty bland. Also no vampire is noble, many are will shot a doofy kid for a pint, blood or beer, without a second thought.

Many vampires that aren't hunched in some basement or running like through the forest like a nut high on angel dust usually are in organized crime.

Sun hurts, stakes to hearts generally make their day miserable and lobbing off the head out and out kills them. Any relic that a person has a strong believe in will harm them, even a strict atheists can defend themselves with a copy of Steven Hawking's Physics of Star Trek.



Angle Pires

Vampires that sparkle? Surely the most hilarious thing to even come out the supernatural since z grade tv movies, they are so frail and shun away from a mass group. They mop, a lot, and in some of the strangest places like tanning salons, modern libraries and clubs. Surely these crafts store rejects are harmless, right? Hunt one down, armed with bare basics and corner one.

That is when the shit hits the fan. An Angle fish uses a fake light to lure unsuspecting fish into eating range, an angle pire gets the name from them as it lures food into a bad position and lunges. And unlike a vampire who would just bare teeth and gnash on someone an angle pire's body contorts until everything is stretched, strange openings appear on several body parts, some time's it is a eye, ear or mouth, while the stomach opens into one really big and nasty mouth of razor teeth.

Did I mention that the heart is squished into it's head? Just thought I mention that.

Spooks.

There is so many versions of ghosts that a whole book is needed to cover them, but there is a very water down facts. They are dead stuff, people, animals, buildings, even monsters, all can be a ghost. There is ton of things that can stop a specter, magical wards, strong belief and much more. A typical ghost is just something who ether doesn't know they are dead, or does not care, they usually don't pose a threat. The next kind tend to pose a problem, the pissed off dead, who strictly come back with the goal of messing with the living, good or bad. The good news, these type are ether bound by ether some kind of ritual that one must do for them to be summoned or a piece of land. Bad news? Those rituals are so simple that anyone might stumbled upon them without realizing it, and land can be expanded with time.

There is a type of ghost that aren't even really dead people, those are dubbed "noisies" and really just the atmosphere replaying a scene over and over, never really changing but not bothering me.

The Campfires.

Ever heard about Hanako-san? Bloody Mary? The Black Augie statue in that particular park? There is always some kind of "brother's sister's cousin's roommate's friend" story of some kind of scary going on somewhere in some way, be it the beehive or the chicken fried rat everyone is going to hear about them. And you know what? They are mostly true. A campfire, called that because they are mostly told around "campfires", is something that can be summoned so easily but is very dangerous.

Each region has a different version of a kind of universal theme, yet there is twelve hundred versions of Bloody Mary and half of them are real. No one knows why, maybe it's a nickname, a mental thing upon death or an angry spirit just thinks it's cool and runs with it. Of course a down side of being a Campfire tale is that when the story grows, it will trap them within some rules. Like the Bunnyman Bridge, stop by at night and honk three times and the bunnyman appears to harm anyone on the bridge but the story states he can never leave "that bridge" and can never chase anyone.

Adventure seeds.

Here one is going to find some locations, rituals and organizations to create one's own set of adventures. Use them any way you can, hell one can even import an adventure from another game if they felt like it.

Locations

Lucifelli Movie Studios.

Andre Lucifelli was a movie producer through out the 1950's and 1960's, his movies were often strange, off kilter Italian fair complete with muted colors but he also packed the movies full of blood, gimmicks and nudity which were shoe horned into the plot. Lucifelli had created over 50 movies with his studio, all of them horror movies like Empire of the Lesbian Vampire, Ghost of White Chapel, Vapors. Lucifelli only had three movies that actually were any success, a pornographic version of War of The Worlds that became a cult classic in the '80's, The Davison Affair, a Hitchcockian film about the Axeman of New Orleans and The love of the Ant, the epic film that caused Lucifelli to loose over five million dollars and close down the studio. All other films, though, are crap.

The studio itself is a massive industrial building personally modeled by Lucifelli himself, not only with filming stages, prop storage rooms, editing floors and dressing rooms but secret rooms and hallways. Some even say there is an extra basement underground, for what no one is sure.

Seven Sisters School

This school is the lowest end of private schools, but it's cheap. This school requires uniforms but never strictly enforced, and the teachers are all kind of lazy and not very into their job.

The school is two stories, the first story is bigger than the second, with a large clock tower that is off limits to everyone. It's pretty new, built in 1993 after a fire had destroyed the last school completely after a teacher killed six students and set the place a blaze.

There is seven Campfire spooks, six of which are detailed within a note book that can be found within the school lockers. Each entry takes up an entire page, the rest of the book is burnt, blurred or torn out making it unreadable.

The Apartment building

A large complex of 23 two storied, open balcony buildings with each block lettered. It had been built in 1989, and abandoned in 1991 for financial problems. Since then it sat, no one really going near the place or no reported going in. There is actually no record of squatters, and the place is clear of graffiti. The path ways had been over grown with weeds, and there is a ton of litter everywhere. Some of it seems very out of place, though.

Interesting note though, there is no reference of the number 24. Each block has 25 units but they skip it, and even the block alphabet skips the 24th, X, letter. Of course there is rumors of a "X block, with nothing but apartment 24s" appearing once in a while. But no one seen it so...

Rituals

Answer man

Ten friends with phones gather together in a circle and dial the person to the left at the exact same time, the tenth person gets a phone call even though they should only get a busy signal. It's the Answer man, who give ten answers to each person in the group.

The downside? One must answer him, fail and he kills everyone, supposedly. Some stories say he just takes a big chunk out of each person for a wrong answer.

Hanako-san

A campfire spook that started in Japan schools, spreading through out the world taking on their own vibe and versions. The theme is the same, someone's bullied until death and they come back to kill whoever they can for revenge. While the chances are the ritual is typically done in a bathroom, any one in public will do, and it always involves fours, twos and nines one way or another. Four usually means "Death," nine is "pain", and two when combined with four comes out "double death".

Hanako-san is not shy, when they, that's a singular by the way, appear they do so in a group and usually do whatever they suppose to do according to story then vanish.

Bloody Mary

Like Hanako-san, Bloody Mary has so many versions and vibes of their own. Unlike Hanako-san a Bloody Mary usually died because they were violent, and usually the bullies. The ritual usually involves a mirror, and darkness. A typical Bloody Mary will not show up before a group larger than three, but when they do it's brutal.

Organizations

Brotherhood of the sun

A large, world wide organized group of Werewolf tribes and their supporters. Each tribe in a country belonging to the Brotherhood selects a leader for their region, and among those leaders forms a community that makes the rules and decided how things are run. They have minor scuffles within the ranks over turfs and things like that but large crime organization doesn't?

Rumors go around about a woman within who sit at the very top in secret, she's very powerful and very scary to deal with that even monsters are afraid of her, and some say she's "a norm human" too.

Order of the Chainsaw

Slashers, organized? Well these slashers are very well organized, often appearing as some sort of twisted version of a professional sport of mass murder complete with rules and honor of their home town often left at stake. A slasher will kill, but when they belong to this organization they follow very strict rules, and many have died rather than break them.

Those rules are:

1. Never harm a child, or face death by a fellow Slasher.
2. No slash will unmask a fellow slasher, except those who broke rule 1 or their honor is at stake.
3. A slasher must honor the weapon and the mask of all Slashers, dishonor will result in unmasking,

disarming and lose of Slasher status.

The Pastas of the creepy

Is there a secret order of Campfire spooks? It's just a friend of a friend who says that a guy knowing the cousin of a cook at a greasy spoon says that some Campfires are changing their stories, giving themselves more freedom, but it's just a story... Maybe.

F.U.Q

Frequently Unasked Questions.

Q: One question, WHY?

A: Well, because I am a furry, no surprise there, who grew up during the '90's. While I do like much of the stuff from the slice of life, down to earth, animally correct stuff from the '80's I love the over the top, larger than life crazy adventures with animalistic humans. I also grew up with anime on the Sci fi channel, shows how old I am, and 80's horror movies with monsters running about causing a lot of mayhem. I had tried many other game systems and felt that, while well designed, never fit what I was looking for. That's when I had decided to set out and create one, it took close to four years and a lot of versions of the engine alone to get here.

Q: How do I stop my players, er, Strings from munchinking when I don't want them to?

A: Rocks fall, everyone dies. Repeat until they learn.

Q: What's with the names? Strings, Universe? None of it make sense.

A: It's more of an ego thing.

Q: I don't think your weapons represent their real life counter parts.

A: That's because I did a lot of it more for the game mechanics, if you don't really like it you can change it.

Q: There is a large chunk of stuff unexplained, like a detailed social order, how the supernatural lives and what full history is like?

A: That's because I want to give more wiggle room for all players to create their own setting to serve their own games.

Q: There is Yiff in the title, where's my Yiffing rules, damnit!

A: Peg A into Hole B. There, instant Ikea porn.

Q: Can I bring in a species not the list?

A: The species list is just a bunch of common examples, all one needs to two genes (that's what the species is known for) and a name then you are all set.

Q: Can I bring in a move/weapon into the combat?

A: Just figure the distance, damage and ease of use.

Q: I noticed you made a mistake here and there.

A: Forgive me about that, I noticed post production and tried really hard to correct what I can. I did the best I could.

Q: What kind of horror game is this?

A: Any kind the Universe can think up and the Strings react to.

Q: Does the anthros have animal based genitalia, reproductive organs, sexual bits, six sets of tits, a penis for a Virginia, gone into heat and so forth?

A: Simple answer, just see the next two pages for the answer.

N

O!

Index

Foreword - 2
Character creation and rules - 3 - 7
Attributes - 3
Screws - 3
Skills - 3
Health - 4
Hammerspace - 4
Species - 5
Tasks and situations - 7
Setting - 9 - 10
Toon physic - 9
History - 10
Combat - 12 - 14
Combat rules - 12
Strike list - 13
Melee list - 13 - 14
Ranged list - 14
Explosives list - 14
Supernatural creatures - 16
The monsters - 16 - 19
F.U.Q. - 21 - 23

Thank you for playing.