

Fuzzy Cuddles



Possibly the greatest threat to our way of life.



ORIGINAL RECIPE CLICHE...

...OR WITH A TWIST?

A great destiny has been laid upon you. You must recover the mighty relic Thurningmeil – only with it in your control can you hope to best the Quizdron of Zee, whose gruesome sleethralls assail your fair kingdom. Unfortunately nobody knows what the mighty relic looks like, never mind where it was lost. But the prophecy of Great Sage Melisandrius says that the key to the relic’s recovery is here in the Floating Vagabond. (Verse LXXIV is very specific.)

Sure, you look harmless enough, but don’t judge a drink by its label. You are a ruthlessly efficient killer. Perhaps you are from a species of murder-teddybears living on a forest planet. Or perhaps your species is as harmless and adorable as you appear – except for those of you in the CIA (Cute Interstellar Assassins). Whatever it is, no-one will begrudge you taking a little time off here in the Floating Vagabond.

Your character can’t speak any language the other characters understand. You are limited to cute burbling, cooing, and purring.

Your character can communicate normally with the other characters, unless you really want to do the cute noises thing instead.

Aim	3	Nimbleness	3
Common Sense	4	Smarts	2
Cool	2	Strength	1
Luck	6		

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Common Sense	2	Smarts	3
Cool	2	Strength	6
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Oops! Points 17

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Skills:

- Acrobatics 5
- Defence 2
- First Aid 7
- Look Cute at All Times 6
- Mix Drinks 5
- Notice Detail 5
- Party Like A Madman 4
- Sneak 6
- Throw 4
- Track 5

Skills:

- Blow Things Up 6
- Brute Force 7
- Hurt People 10
- Hurt People Really Badly 6
- Look Cute at All Times 4
- Mess With Dangerous Goop 4
- Shoot Things (big guns) 4
- Sneak 6
- Swing Nasty Pointy Thing 9
- Throw 4

Shtick: The “It’d Take A Miracle!” Effect (12)

When you use this shtick, think of the most outlandish thing that could help you out. It will show up. The downside is this shtick is even more broken than the others in this game, so in a flimsy attempt at game balance, you have to cross off two spots on the Shtick track instead of one.

Shtick: The Schwarzenegger Effect (12). No

brain, no pain. Other folks risk passing out if they take a lot of damage, but not you. You will function at maximum, right up until the point you drop down dead. The downside is that you’ll never know how much damage you’ve taken. I’m sure it will all work out fine though.

Shtick Track - To use your shtick, roll the smallest listed die that hasn’t been crossed out. Then cross out that die.

d4 → d4 → d6 → d8 → d10 → d12 → d20 → d30 → d100