

Beast Bound

Introduction

Beast Bound is a tabletop roleplaying game where you go on adventures and solve mysteries as animals with a spark of human-like intelligence. At its core, Beast Bound is a game inspired by movies and books such as *Watership Down*, *Guardians of Ga'hoole*, and *Homeward Bound*. The animal adventurers in Beast Bound games are the main characters, and using their unique abilities they are the ones solving the problems and saving the day. Beast Bound is a rule-light game with a focus on roleplaying and ease of play, rather than statistics or the fine details of combat.

The Laws of Beast Bound

Beast bound games make a few assumptions about the type of game that'll be played. The skills and characteristics were created to accommodate these assumptions. These are the Laws of Best Bound:

- Animals speak a universal language, and can freely communicate with each other if they choose to do so.
- Animals can understand humans, but humans cannot understand animals without the aid of supernatural forces or advanced technology.

- Animals will follow their natural behavior unless under extraordinary circumstances or are player characters
- The human world is strange, mysterious and otherworldly to animals

The Universal Language of Animals

Animals in Beast Bound speak a universal language and can all speak and understand each other. However, not all animals may wish to engage in conversation especially with other animals that they consider to have a predator or prey relationship with. It's a lot harder to eat your food if it talks back.

Animals and Humans

While animals can all communicate freely with each other, humans on the other hand are incapable of understanding animals. Humans may get a glimmering about the feelings and motivations with the animals they interact with but they are ultimately clueless, at least without the aid of advanced technology or supernatural forces.

Animals in the Wild, and Extraordinary Circumstances.

Most animals will follow their natural behaviors. They may engage other animals in conversation if they have something to gain but most animals are usually concerned with survival and their own day to day lives. It's unlikely for a menagerie of different animals to seek each other and travel the world together unless under extraordinary circumstances, which are typically outside forces which greatly affect the lives of animals. Extraordinary circumstances can be something as simple as a long drought or

as complex as deforestation from humans or even stranger an invasion of aliens!

The Human World is Strange and Mysterious

Most animals find the ways of humans to be odd and strange. Animal life is simple and knowable while the methods of humans make little sense to most animals. While a road is of little interest to most humans, to an animal a flat paved road on the ground with white lines inspires awe and confusion in animals as they puzzle as to why humans may have made it in the first place.

Usually domesticated animals such as cats and dogs who have spent the most of their lives with humans can glean more about the human world but at the end of the day there are some things animals will never understand about humans.

The Core System

Listed below are the main dice mechanics of the game.

Skill Check

Beast Bound uses 6-sided dice or D6. When a character wants to do something and success is not guaranteed a pool of D6 is made by totaling the value of an animal's characteristic and skills and rolling a number of d6 equivalent to that number.

If a 6 appears on any of the dice, then the animal has succeeded at its goal. This is a standard skill check. Most rolls in the game will be skill checks of this type. In most cases only one success, a single 6 on any of the dice, is required to achieve most goals.

Example: Pom wants to make a Reason skill check. Pom has a characteristic of Mind 3,

and a Skill level of 2 of Reason. When she makes a reason skill check she'll roll a number of dice equal to Mind 3 + Reason 2, or 5 dice total. She rolls a 6 on one of the dice and succeeds her Reason skill check

Bonus Die and Penalty Die

In some situations, various factors can make a skill check easier or harder to accomplish. In these situations, a D6 can be added to the dice pool in the form of a bonus die or be removed as a penalty die in a skill check.

When a bonus die or penalty die is given is determined by the GM for the situation at hand. For example, the GM may give a penalty due to a cat with an injured leg trying to jump a fence.

Hard and Perilous Rolls

Sometimes something is just naturally hard to do. The GM may decide it's necessary to make the situation harder to succeed than normal. In these situations, the GM may ask for more than one success to fully achieve a goal. Failing to meet the requirement for success but still rolling at least a single 6 on any die in the pool will lead to only a partial success. The player characters achieve what they set out to do, but have to deal with an additional complication.

Sometimes however a situation can have very dangerous results if the players fail. The GM will declare the roll to be a perilous roll. In these situations, only one skill check can be made for the roll and failure will result in exceeding disaster.

Additional Success

If more than one die rolls more than a single success then not only does the animal character succeed at its goal something additionally good occurs as well. In general,

additional successes mean that the character achieves more than what they attended. Additional success can also be turned into bonus dice which can be granted to another player character to help them on their own skill checks.

Opposing Rolls

When two or more player-controlled animals are attempting to do something that is in opposition to each other, an opposed roll is needed to decide who succeeds and who fails. Both animals are to make the relevant skill checks for the situation. The player with the higher level of success, more 6's on the die, than the opponent gets what they want. If the result is a tie, then the success goes to the player with the better skill value or the best roll out of three.

Helping Another Character

Player characters can help each other. A player character that helps another can give a bonus die to another player to help them make their skill check. The player must declare how they are helping and which skill they are using to help them.

Creating an Animal Adventurer

The general steps of creating an animal adventurer are as follows:

1. Choose an animal archetype
2. Roll Hit Points
3. Choose two perks
4. Allocate Characteristic Points
5. Choose two Life Skills
6. Write down, Key Connections, Important Locations, Treasured Items
7. Stashed Items

8. Fill out Bio and Description

Animal Archetype

An animal archetype is a generic template from which your animal adventurer will be created. It is expected that when creating an animal character, the player decides the template that most portrays the animal in question. For example, a player that wishes to create a character that is a Pomeranian would use the Dog Archetype.

Each archetype lists an animal's Key Skills, Damage Die, Size, Hit Points, Speed, and Traits.

Damage Die

How much damage an animal deals when it makes an attack. This is usually noted as a number of d6 dice + another number. Some archetypes allow animals to have various sizes, depending on what size you'd like your animal to choose the associated damage die.

Size

How big or small an animal is. Size has a category and a number ranging between 1-30.

Category	Range	Example
Miniscule	1-5	Insects and very small rodents
Small	6-11	Rodents, domesticated cats
Medium	12-16	Dogs, Bod Cat, Humans
Large	17-21	Big Cats, Bovine,
Huge	22-30	Whales, Elephants, Rhinos

Key Skills

Key skills are skills that animals of that archetype are exceedingly good at. These skills grant a +2 bonus die during character creation.

Hit Points

How much damage an animal can take before falling unconscious. A character starts out with a number of hit points equal to the rolled result of the dice notation plus the number value of their power skill check.

Speed

How fast an animal can move in terms of paces. A single pace is equal to 1 mile or the length of a football field.

Traits

A unique ability a character archetype has. Each archetype has one ability.

Perks

Perks are additional abilities that an animal has. During character creation, a player can choose up to two perks to add to their character sheet. On the last page of this document is a list of perks available to take. Some archetypes will have a perk as their trait, taking the same perk twice will not have any additive effect.

Skill Points

Players are given 10-character points to spend across the four characteristics on their character sheet: Mind, Heart, Body, and Sense. No characteristic can have less than 1 point.

Life Skills

Life skills are skills that your animal adventurer is good at as a result of life experience. During character creation you

can choose any two skills, including key skills and raise by +1.

Key Connections

Other animals or people that your animal character has a personal connection with. Feel free to come up with your or roll 1d6 or choose

Roll 1d6, or choose

1. The human who cared for you and nursed you back to health
2. A member of your pack
3. A close friend or ally
4. A rival that you lost a fight with
5. The stranger who always brings you food
6. One of your offspring

Important Locations

This is a place that has value to your animal adventurer and is considered safe. Come up with your own, roll, or choose

Roll 1d6, or choose

1. A clearing in the woods
2. An oak tree you were born under
3. An old abandoned factory
4. The house of a kind human
5. A cave next to a river
6. Near an old abandoned railroad

Treasured Possessions

These are things your animal has that they consider important to them. These are typically items they have found or were given. Again, roll or choose

Roll 1d6 or choose

1. A shiny piece of broken jewelry
2. A collection of shells
3. A chew toys
4. Colorful stones

5. A collar
6. Flower Petals

Stashed Items

While most animals are not capable of holding items on them permanently as they do not have pockets (with a few exceptions, see Perks), they do have a collection of items that they have stashed away. Stashed items are held in a safe place where only your animal knows where to find and how to access them. Items in an animal Stash cannot be stolen.

These are items that would be of interest to your animal, such as a dog with a chew toy. These are your animals' personal items. You do not have to list every item your animal has but you should write down the notable ones.

Bio and Description

Write down your character's personal history and a description of what your character looks like.

Characteristics and Skills

Characteristics describe an animal's innate ability. There are four main characteristics in the game. Mind, Heart, Body and Sense. Each characteristic has four associated skills. During skill checks a dice pool is created from the value of a character skill and the skills associated characteristic.

Mind

An animals mental ability, their overall intelligence and what they know.

- **Nature:** An animal understanding of the natural world, use this skill to

recognize plants, animals, and weather phenomenon

- **Human World:** An animals understanding of the things and items associated with the human world and their uses.
- **Build:** An animals ability to make and fashion things from the environment.
- **Reason:** An animals ability to understand comprehend something about their current situation

Heart

An animal's ability to communicate and understand the motives of others.

- **Converse:** An animal's ability to communicate their ideas and understand the motives of others.
- **Charm:** An animal's ability to persuade through the use of appearance or flattery
- **Will:** An animal's ability to stay calm in dangerous situations and instill fear in others.
- **Deceive:** An animal's ability to lie or withhold information from others

Body

An animal's physical skill and prowess.

- **Agility:** The measure of an animal's overall speed and dexterity.
- **Stealth:** An animal ability to hide and perform actions while avoiding detection.
- **Power:** The overall physical fitness and strength of an animal
- **Fight:** How skilled an animal is at battle and defending itself.

Sense

An animal's ability to communicate and understand the motives of others

- **Perceive:** An animal's overall awareness of their surroundings.
- **Find:** An animal's ability to uncover useful items or clues on another or place
- **Tracking:** An animal's ability to track the movements of another using their senses and find where they visited or their current location
- **Instinct:** An animal's ability to use their innate survival skills to thrive in the wild.

Luck

Represent how lucky an animal is. Luck skill checks are to be used only when there are no other appropriate skill checks to be made or when a situation is best left to random chance.

Combat

Sometimes you just can't talk your way out of your problems. With teeth and claws you have to defend yourself.

The Flow of Action

As a general rule, unless the players are surprised, player characters act first. Player characters alternate their turn with the game master's-controlled characters. Players decide on their turn when they'd like to act.

On their turn a player character can choose to Fight, Flee, or any other action that requires time. Characters can also choose to hold their action for later when another character acts or when some other trigger occurs.

Surprise Attack

Surprise attacks automatically hit the opponent. If a character wants to land an attack on an NPC, they should roll stealth to avoid detection, on a success the opponent didn't notice the attack and automatically takes damage. On a fail, the opponent realizes the attack and the round continues as if it were regular combat with the NPC taking the next turn.

If the surprise attack is against another player controlled character then both are to make opposed rolls Stealth vs the opponent's Perceive skill. On a success the attack automatically hits. On a fail the attack automatically misses and it becomes the opponent's turn.

Enemy Characters

GM controlled characters do not make skill checks against player-controlled characters. There are no dice rolls to hit. The GM is encouraged to use their imagination in terms of what enemy characters decide to do and should only roll damage die if the defending player character fails their own skill check to avoid taking damage.

When You're the Target

When a player character is targeted by an attack, they can choose to react to it in some way. They can choose to avoid it with an Agility skill check, or any other action that isn't directly imposing harm on the target.

Overpower Your Opponent

If at any point one animal managed to grab hold of another and restrain them, this is considered to overpower your opponent. A character can only attempt this under a certain condition. First to determine if a character can overpower another, compare the sizes of the two. An animal can

overpower another character that has an equivalent or smaller size value than their own.

An animal can also make an attempt to overpower another character that has a size value up to 5 greater than their own.

However, for each point of size greater than their own requires an additional success to succeed. If the roll requires more success than are available die in the pool then the task is impossible for the animal to achieve

Outnumbered

The same rules apply if the enemy in question is outnumbered, 1 animal vs multiple opponents. Instead, the collective size of the characters in question are compared, and the same rules apply.

Some Animals are Harder to Hit

Characters that are considerably smaller than their opponents (5 sizes below) are harder to hit. If a player character is attempting to hit a considerably smaller character the difficulty is increased, an additional success is required for each size point that is 5 sizes or more below their size.

While a non-player character is attempting to hit a character 5 sizes or below, the defending player character will make their agility skill check with a bonus die.

If the required amount of success is more than the available amount of die to roll then hitting a considerably smaller character is impossible for the larger character.

Taking Damage

When a character fails dodging an attack, they take damage. You lose hit points equal to the damage taken. When a character's hit points become zero, they fall prone on the ground and become unconscious and are

considered dying. A character that is unconscious is incapable of acting and is unaware of their surroundings.

Dying

Dying characters must make a power skill check to determine if they overcome their ailment. On a success they recover 1 temporary hit point and must take a rest to recover. On a failure, the dying box on the character sheet is checked. Dying characters have three attempts to succeed on a power skill check if they fail all three, they die.

Injuries

Animals can become hurt on their adventures and take injuries. These can happen as a result of failing a perilous skill roll, taking too much damage, or not attending to their dietary needs.

When a character's hit-points drop below zero and they survive the experience they may come out of the situation with an injury. The character makes an injury roll and, on a failure, they have an injury, then they must check one of the injury boxes on their character sheet. Characters with injuries take a -1 penalty die on their skill checks. What type of injury a character gets should make sense for the situation that nearly brought the character to their deathbed

When an injury is invoked is determined by the GM at their discretion, but in general it should only be invoked if the injury would reasonably affect the result of the skill check.

An animal can only take up to 3 injuries before they have lost their resolve to

continue the adventure. Animals that take more than 3 injuries are retired as playable characters in the game.

Injury Types

- Trauma
- Broken Limb
- Sick
- Blinded/Deafened
- Exhaustion
- Broken

Healing and Resting

An animal recovers hp by resting and tending to their wounds. At the end of a day an animal can make a recovery roll, they can roll their HP die as determined by their animal archetype and recover a number of hit points equal to the result.

To recover from injuries requires an extended rest, and can only occur during down time. Downtime is an extended period of time in between adventures where characters can relax and go about their daily lives without danger or considerable consequences.

Skill Improvement

Animals gain experience from their adventures and during downtime. Roll Reason, on a success your animal character has learned something from their experiences and can raise one of their skills by 1. Additional success can be turned into bonus dice that can be granted to other animal adventurers to help them make their skill improvement check, doing this represents your animal character taking the time to teach others.

Animal Archetypes

Listed below are the various animal archetypes available to play in Beast Bound. Players are encouraged to work with the GM to create an animal archetype that best represents their animal character.

**Unless otherwise listed, most animals are expected to have some form of night vision.*

Rodents

Small mammals found in almost any part of the world.

- ❖ Damage Die: 1d3
- ❖ HP: 1d6
- ❖ Sizes: Small or Miniscule
- ❖ Speed: 12P
- ❖ **Key Skills:** Perceive, Agility, Find, and any other additional skill

Terrifying to Humans

Humans tend to find you more appalling than other creatures. When making a Will check against humans you do so with a bonus die.

Small Cats

Small cats, such as domesticated cats and small wild cats

- ❖ Damage Die: 1d6
- ❖ HP: 1d6+2
- ❖ Size: Small
- ❖ Speed: 30P
- ❖ **Key Skills:** Agility, Stealth, Instinct, Charm or Human-World or Converse

Soft Landing

You do not take damage from falling so long as the fall is less than 30ft.

Dogs

Domesticated canine animals are descendants from ancient wolves.

- ❖ Damage Die: 1d6+4
- ❖ HP: 1d6 (small), 2d6 (medium)
- ❖ Size: Small, Medium
- ❖ Speed: 30P
- ❖ **Key Skills:** Tracking, Will, Fight, choose one (Human-World, Nature, Find, Converse)

Man's Best Friend

Your long history with humans has given you better insight into the human-world. You can use a bonus die, whenever making human-world skill checks.

Rabbits and Hares

Lagomorphs, bunnies and hares.

- ❖ Damage Die: 1d3
- ❖ HP: 1d6
- ❖ Size: Small and Miniscule
- ❖ Speed: 50P
- ❖ **Key Skills:** Agility, Perceive, Nature, Build or Converse

Choose One:

Long Jump

You can clear any distance up to 25ft with a jump. So long as you have a good running start.

Burrowing

You are a burrowing animal and have a burrowing speed of 5ft

Flying Birds

Small avian descendants of the dinosaurs that can fly. Can be found in every part of the

world, animals such as pigeons, parrots, hawks, ect.

- ❖ Damage Die: 1d6 (small), 1d6 +3 (medium)
- ❖ HP: 1d6+1
- ❖ Size: Small, Medium, Miniscule
- ❖ Speed: 25P
- ❖ **Key Skills:** Agility, Nature, Reason and any other skill.

Flight

You have wings and can use them; you have a flying speed of 50P

Lizards

Various reptiles, ranging in size from small geckos to monitor lizards.

- ❖ Damage Die: Miniscule & Small (1d6) Medium (2d6)
- ❖ HP: 1d6+4
- ❖ Size: Miniscule, Small, Medium,
- ❖ Speed: 30P
- ❖ **Key Skills:** Instinct, Nature, Will, and any other skill

Cold-Blooded

You require considerably less food or water than mammals. To survive you only need to eat once a week. However, in cold conditions you must make a Power skill check to remain conscious.

Bovine, Horses, and other Ungulates

Domesticated hoofed ungulates.

- ❖ Damage Die: 2d6 (medium) 2d6+3 (large)
- ❖ HP: 2d6

- ❖ Size: Medium or Large
- ❖ Speed: 40P
- ❖ **Key Skills:** Power, Will, Fight and any other skill.

Choose One:

High Strung

When you are the subject of a surprise attack you will always act first in combat.

Bucking

When you are overpowered, you gain a bonus die when you attempt to free yourself.

Very Strong

You can pick up, haul and carry anything that is 5 sizes larger than you.

Snakes

Various no-legged reptiles that slither on the ground

- ❖ Damage Die: Miniscule & Small (1d6) Medium (2d6)
- ❖ HP: 1d6+2
- ❖ Size: Miniscule, Small, Medium
- ❖ Speed: 30P
- ❖ **Key Skills:** Stealth, Converse, Instinct, choose one (Deceive, Will, Agility, Find)

Cold-Blooded

You require considerably less food or water than mammals. To survive you only need to eat once a week. However, in cold conditions you must make a Power skill check to remain conscious

Choose One:

Constrictor

Your size counts as 3 points higher when you attempt to overpower your opponent.

Venomous

You have a venomous bite, when you choose to use your venom on an attack you deal another 1d6. Roll 2d6 this is the number of hours an animal or human has before succumbing to the venom and falling unconscious. If this ability is used on another player character an opposed roll power skill check should be made to determine if the venom is effective.

Bears

Large omnivorous mammals sometimes found in caves

- ❖ Damage Die: 3d6
- ❖ HP: 3d6+3
- ❖ Size: Large
- ❖ Speed: 30P
- ❖ **Key Skills:** Will, Power, Fight, choose one (Human-World, Find, Instinct, Nature)

Bearish Resilience

When your hp falls to zero for the first time when you succeed your death save you stand up with 1d6+1 temporary hit points instead of 1.

Big Cats

Large apex carnivores are the cousins of the domesticated cat.

- ❖ Damage Die: 3d6
- ❖ HP: 3d6+3
- ❖ Size: Medium or Large
- ❖ Speed: 40P

- ❖ **Key Skills:** Agility, Fight, Will choose one (Convey, Stealth, Power, Instinct)

Pounce

You gain a +1 bonus die whenever you attempt to overpower an opponent.

Wolves

Carnivorous lupines, the relatives of the domesticated dog.

- ❖ Damage Die: 2d6
- ❖ HP: 2d6+1
- ❖ Size: Medium or Large
- ❖ Speed: 30P
- ❖ **Key Skills:** Tracking, Power, Perceive, Nature

Natural Cooperation

When you help another character while in a fight you grant them 2 bonus dice instead of one.

Perk List

Pockets: You have space on your body to carry things, such as a pouch or within your cheeks. The item in question that you wish to store must be a size that is smaller than you.

Burrower: You are a burrowing animal and have a burrowing speed of 5P

Lucky: Your luck checks are made with a bonus die.

Slender: You can fit into very small spaces, at least 5 sizes smaller than you.

Chewer: You have very strong teeth, and you can chew through anything that isn't made of hardstone or steel without making a skill check.

Climber: You are a very good climber and you have a climbing speed of 10P.

Swimmer: You are a skilled swimmer and you have a swimming speed of 10P. Can only take this perk, if you haven't taken Adept Swimmer.

Adept Swimmer: You have a swimmer. You have a swimming speed of 30P. Can only take this perk, if you haven't taken Swimmer.

Keen Eye: You have great eyesight, Perceive skill checks that rely on sight get a +1-bonus die

Strong Nose: You have excellent smell, perceive checks that rely on smell, and get a +1-bonus die.

Intimidating: Something about you makes you scarier than other members of your kind. When you make Will skill checks to intimidate others you do so with a bonus die.

Clinging Feet: You are a highly skilled climber and can cling to upside down horizontal surfaces such as ceilings. Only available to lizards, rodents, and flying birds.

Natural Cooperation: When you help another character while in a fight you grant them 2 bonus dice instead of one. Only available to Big Cats, Dogs, and Flying Birds

Tough: When your hp falls to zero for the first time when you succeed, your death saves and regain consciousness with 1d6 temporary hit points instead of 1.

Speedy: You are exceptionally fast for your kind and you gain an additional 10P of movement.

Sharp Spines: When a character lands a hit on you, they take an additional 1d3 points of damage. Only available to rodents.

Thick Hide: Everyday after resting you gain 1d6 temporary hit points. You cannot gain more than 6 temporary hit points from this ability.

Non-Animal Enemies

Archetypes

These archetypes are for non-player characters. They are to give guidance on how to use non-animal enemies.

Humans

Intelligent primates, that walk upright

- ❖ Damage Die: 1D4
- ❖ HP: 12
- ❖ Size: Medium or Small
- ❖ Speed: 6P

Heavy Machinery

Various machine constructs made by humans

- ❖ Damage Die: 3d6
- ❖ HP 25
- ❖ Size: Medium, Large, or Massive
- ❖ Speed: Variable: 20P+