

Once, the four nations of Fleakind – Rat, Cat, Dog and Guinea Pig – fought great and terrible wars. Then the Powder came. Now the nations

# fleas fighting

must unite to save everything. You are a swashbuckling hero of a proud insectoid brotherhood. Will you put aside your national pride to fight the enemy and reclaim freedom and glory!

## MAKE YOUR FLEA!

Choose one in each of these categories (or choose your own)

STYLE	Flamboyant, bloodthirsty, defensive, acrobatic, technical.
NATION	Dog, Cat, Rat, Guinea Pig (or other exotic lands).
ARMAMENT	Foil, saber, daggers, knives, magic, chemical spray.
FORM	Nimble, fast, large, armoured, jumpy.
UNIQUENESS	Something that sets you apart, that only you can do.

When you choose a facet for each SNAFU describe two advantages it has, and what two weaknesses. eg. Dagger: fast, concealable / low reach, fragile.

The GM sets up scenes. Players can roll initiative, using any advantages that apply. On ties you must work together. Once everyone has done something in a scene, the GM announces results. Roll 2d4 on a test. If you can use an advantage, roll 3D4. If you tag a weakness, gain a Panache Point, but roll 1d4. You may give an advantage to another player if you take one of their weaknesses on your next roll.

## ROLL YOUR D4!

4	<b>Critical Success.</b> Your opponent is likely killed or near to.
3	<b>Success.</b> A hit, a palpable or disarming hit.
2	<b>Success At A Cost.</b> You are likely hit in the flurry of blows.
1	<b>Critical Failure.</b> Tis you who have been slain or are dying.

You may spend a Panache Point to gain a Success on any roll, or avoid a Death blow (not on the turn you get it.) Enemies usually get 2D4 too.

## THE FLEA MARKET

The fleamarket is where you hang out between adventures, in the land of couch. There you gather your flea compatriots (aka your flea

The Fleamarket is set on an object in the room you are playing and the items to buy are small items you can find in the room. Pick an item and sell it to the player to your left, describing its legendary history. They may use it once

collar) and journey into the unknown beyond the land of beasts to the lands of bed, bath and beyond, hoping to slay the powder.

per adventure for a legendary deed. Magic is mostly based on items and potions. On your quest, you must find another legendary item to bring back to sell (and tell its tale). Each session you start from scratch.

## NATIONS

The Nation of Dog	Brave, adventurous, gregarious. Thought to be uncouth.
The Nation of Cat	Sneaky, aloof, superior. Thought to be cruel.
The Nation of Rat	Hoarders, thieves, intelligent, adaptable. Thought to be deceitful.
The Nation of Guinea Pig	Bon vivants, relaxed, helpful. Thought to be lazy.

## ENCOUNTERS on your quest.

	1	2	3	4
1	Vacuum!	Water / fluids	Fierce insects	Deadly chemicals
2	Mind control shrooms	Humans!	Other animals	Human technology
3	Magical instances	Evil spiders	New room in house	Other fleas (friendly)
4	Other fleas (hostile)	Powder Cultists	Mutated Creatures	Ancient Flea Ruins

## POTIONS are random, everyone has 2 per quest.

	1	2	3	4
1	Grow extremely large	Flight	Super speed	Spit acid
2	Invisibility	Super senses	Voracious appetite	Cheek pouches of holding
3	Glow like a lightning bug	Very drunk	Heal all wounds	Can't make any noise
4	Speak with humans	See future	Extreme flatulence	Make a hole in things

PRODUCED BY TIN STAR

## CONTRIBUTORS

Steve Dee • Matt Roberts • Alexander Hobsbare • Ivan Pirs • Abby Chau • Alexander Minton • Jonathan Walsh • Ashley Warwar • Shaheer Jilance • Di Hoai Bao Tran • Brendan Munoz

ANOTHER FINE ONE HOUR RPG