

# world of Deck 17-R01

Written & Edited by Gord Sellar

Once a great park provided for the Starship *Destiny's* maintenance crews to enjoy during their periodic wake cycles, Deck 17-R01 is now wildly overgrown and the breakdown of the *Destiny* enroute to a distant star has created many new mutant hazards for the rabbits who once lived a life of relative ease there. The ship's AI, bots, and failing systems, the various competitors and predators that inhabit its decks, the heavily mutated rabbits of Deck 31-R04, and occasional groups of accidentally woken passengers all are terrible dangers, but brave rabbits can uncover surprising mysteries and even, perhaps, take a hand in their own fate.

## Questions: The Warren

- ③ How is the warren's presence concealed from outsiders?
- ③ What strange ancient object exist there?
- ③ What is the warren's biggest vulnerability?
- ③ What was the last major disaster to strike the warren and how do its effects linger even now?
- ③ Why is Deck 17-R01 such a safe place?
- ③ What might others covet about the warren?
- ③ Before Carrot King, how many generations had passed since the warren last saw a newcomer?

## Questions: Relationship

- ③ Who has the instincts you wish you had?
- ③ Who do you wish was your mate?
- ③ Who have you let sleep in your burrow?
- ③ Which rabbit's mutation has proven most useful?
- ③ Who has turned out to be your rival?
- ③ Who would you like to see in charge?

## Questions: Situation

- ③ Which season is currently being simulated?
- ③ Why are you so close to the elevators?
- ③ What alerted you to the presence of a newly-woken maintenance crew on the deck?
- ③ Who or what is in the elevator that just arrived?

## Questions: Stakes

- ③ What do they do when rabbits die?
- ③ What will happen when, by chance, a hull breach occurs?
- ③ What will happen if the rabbits are driven from Deck 17-R01?
- ③ What will happen if the warren experiences a population bottleneck?

## ...What do you do?

### Shared Custom Moves

#### Manifest a Mutation

When you experience stress or injury, roll +Shrewd. On a 10+, choose 2. On a 7-9, choose 1.

- ③ +1 to all Mutant Ability rolls for the scene
- ③ Develop a useful mutation (Custom Move)
- ③ You don't answer any of their questions

#### Handle a Gadget

When you try to interact with Technology, roll +Shrewd. On a 10+, choose 2. On a 7-9, choose 1.

- ③ You understand what this device does
- ③ You avoid disastrous side effects
- ③ You correctly operate the device

## Names

### Hedgerow Foliage:

Oak, Thistle, Rose, Birch, Megacarrot, Bamboo, Cane, Weeping Willow, Chewer (Carnivorous Plant)

### Warren Rabbits:

Glimmer, Aster, Sinew, Lettucemouth, Carrotkiller, Galax, Plutonia, Vacuum, Peter, Copernicress, Newtonia, Einsteiner

### Other Rabbits:

Deckjumper, Evac, Big Dipper, Paracelsus, Carrot King, Anaximander, Clot, Bottle, Idleheart, Biter

### Machines:

Cleaner bot, security droid, maintenance bot, the ship AI's avatarbot, gardener bot, hacked bots of all types, the ship's AI

### Intelligent Life

Mutant Tribesmen, terrified thawed passengers, recently woken maintenance crew, lab rats, humanoid pets (cats), chicken battalion, godlike bovoids

### Other Creatures (Less-Mutated):

Mole, Badger, Fox, Chicken, Leopard, Horse, Parrot, Cobra, Piggoon,

# the warren

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## NPCs

### CARROTKING, Newcomer Rabbit

**Trait:** Fearful

**Voice:** Hesitant, soft-spoken, but insistent

- Talk about what happened on Deck 12-S4
- Worriedly talk about all problems on Deck 17-R01 in terms of worst-case scenarios.
- Meet with small groups to talk about the need to search for a safer Deck
- Lead a splinter group on an exodus

### CARBON, Head Rabbit

**Trait:** Reasoning

**Voice:** Confident and Performative, Oratory

- Review what is known and what isn't
- Request suggestions and consideration
- Organize committees to study the issue
- Fortify and defend the warren with tech
- Assign her children to lead expeditions

### MEMORY, Carbon's Mother

**Trait:** Feeble

**Voice:** Baleful

- Watch the warren's members quietly
- Offer a tidbit of information about the *Destiny*
- Share a bit of history
- Warn misbehaving rabbits: "When we arrive..."

### GALAX, Monkey

**Trait:** Sneaky

**Voice:** High and Sniffly

- Take to the trees
- Throw explosive fruit at attackers
- Manipulate technology (sloppily)
- Explore adjacent decks alone

## Predators

### NOVA AND FLASH, Mutant Cats

**Trait:** Vindictive

**Voice:** Hissing, French accent

- Prowl various decks of the *Destiny*
- Torture a rabbit with their claws and teeth
- Suggest a truce to deal with other threats but break their word once it's dealt with
- Manipulate the ship's AI for their gain

### NOBILITY, Mutant Eagle

**Trait:** Amoral

**Voice:** Haughty, New Englander accent

- Disappear and reappear elsewhere
- Carry a captured rabbit away in its claws
- See what's happening anywhere aboveground while flying
- Tauntingly regurgitate rabbit skin/bones

### KTH-TH, Telepathic Carnivorous Plant

**Trait:** Manipulative

**Voice:** Seductive

- Expand vines to reach more of the Deck
- Whisper promises to stressed rabbits
- Pull up roots and move from place to place
- Foment a sense of helplessness among rabbits
- Capture and devour rabbits who come too close

### THE MONSTERS, Mutant Human Hunters

**Trait:** Primitive

**Voice:** Guttural, Incomprehensible to Rabbits

- Fire blasters haphazardly
- Mess with the *Destiny's* systems via the A.I.
- Cooperate with dogfolk in hunting rabbits
- Use technologies & mutations (haphazardly)

## Threats

### THE THREAT OF CARROT KING'S EXODUS

**Intent:** to siphon away as many rabbits as possible

- Some Rabbits begin questioning Carbon
- Carbon's followers begin agitating for exodus
- Carbon's followers steal food stores & gear
- Carbon leads half the warren off Deck 17-R01

### THE THREAT OF THE SCIENCE BOTS

**Intent:** to study the Rabbits

- A science bot approaches the rabbits, filming
- The bot returns to learn the Rabbits' tongue
- More bots come, offering the Rabbits a safer place to live where they can be studied
- Bots swarm the deck, abducting rabbits to a lab

### THE THREAT OF SYSTEM BREAKDOWN

**Intent:** to kill everything on Deck 17-R01

- The climate control system malfunctions
- Gardener bots begin cutting back on rounds
- AI begins urging the rabbits to "take steps"
- Elevators malfunction
- Cracks appear in the hull and air begins venting
- Deck 17-R01 is locked down and purged

### THE THREAT OF HUNTERS

**Intent:** to eat all the rabbits

- Traps and other spoor discovered
- Elevators are suddenly active at odd times
- A settlement of primitive humanoids appears
- Rabbits begin disappearing from the warren
- Hunters attack the warren directly

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## Custom Moves, General

### Collective Memory

When in a moment of crisis, roll +Steady to draw on the collective memory of your species. On a 10+, choose one of the following. On a 7-9, the GM chooses one of the following. If you fail, you gain 2 Panic.

### Birth Mutants

When you are birthing a litter with a Panic level of 1 or more your max Panic, roll +Strong. On a 10+, choose two of the following. On a 7-9, choose one and the GM chooses a drawback.

- All your kits have minor, useful mutations
- One of your kits has a major, useful mutation.
- All of your kits are born healthy and viable
- Gain +1 Forward to one of your Mutations until your kits are adults

### Manifest a Mutation

When you experience stress or injury, roll +Strong. On a 10+, choose 2. On a 7-9, choose 1.

- +1 to all Mutant Ability rolls for the scene
- Gain a useful mutation (CharacterMove)
- Convert 1 point of Panic to +1 Forward on a mutation for the remainder of the scene.

### Handle a Gadget

When you try to interact with Technology, roll +Shrewd. On a 10+, choose 2. On a 7-9, choose 1.

- You understand what this device does
- You avoid disastrous side effects
- You correctly operate the device

## Supplementary Character Moves (Mutations)

The following are examples of possible mutations. A player who wishes to play a mutated rabbit can choose one of the following, or design something similar (subject to the GM's approval). When a character chooses one of the following, or design something similar (subject to the GM's approval). When a character successfully executes the Manifest a Mutation move to gain a useful mutation, they may do the same. When a character successfully uses the Birth Mutants move,

### Telepathy

When you try to communicate with another creature telepathically, roll +steady. On a 10+, you succeed and your message is transmitted to the intended recipient. On a 7-9, choose one of the following:

- The message is garbled
- Only the intended recipient receives the message
- You are harmed by the psychic exertion

### Telekinesis

You can move things with the power of your mind. Roll +steady when you try to use this power. On a 10+, choose two of the following. On a 7-9, choose one of the following, and take -1 Forward for all further attempts for the day:

- You can move any object up to your own weight
- You can move the object with concentrated force
- You can control the object's trajectory perfectly
- You can control the object's trajectory perfectly

You have extra appendages, but your brain isn't designed to use them. When you attempt to use your appendages, roll +strong. On a 10+, you succeed and use the appendages effectively. On a 7-9, you succeed but tax your strength: -1 Forward for all rolls +strength for the current scene.

### Tradition

When following tradition in dealing with a problem, roll +steady. On a 10+, take +1 Forward. On a 7-9, take +1 Forward and choose 2 consequences of your interpretation of tradition:

- The elders of the warren disapprove
- The gods are angered and you gain a curse
- Your interpretation causes social upheaval within the warren
- Your interpretation damages a sacred place or object of the warren

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## Visiting Other Decks

The damage to the starship *Destiny* may be mild, moderate, or extreme, depending on your group's preferences.

Rabbits can reach the other decks by various means: they may be kidnapped to them by predators or bots, may travel to them using elevators or ship infrastructure (such as air vents or drainage pipes), or by other means imagined by the players and GM.

### WHEN YOU ENTER AN UNKNOWN DECK

Resist Panic. In addition to the ordinary effects of the roll:

On a 10+ choose the answer to one of the questions below, and ask one more and have it answered.

On a 7-9 ask one question about the deck and have it answered.

- ③ Are there any immediate threats here?
- ③ Where is the nearest safe spot on this Deck?
- ③ What is the apparent nature or purpose of this deck?
- ③ Can I see anything useful from where I am?

On a miss, you make a serious error in assessing the deck:

- ③ You miss clear evidence of a Threat or Predator.
- ③ You misunderstand the deck's purpose or purpose or condition.
- ③ You accidentally set off an alarm or gadget, alerting Predators, Bots, or other creatures to your presence.
- ③ You accidentally cause damage to the deck.
- ③ You are insufficiently careful, and stumble upon a manifest Threat or hungry Predator.
- ③ You mistake junk for something useful.

## Deck Types

### HABITATION

Living quarters line long hallways cleaned by an army of bots. Machinery dispenses food of all types, if you can master the input codes or vocalize requests. Entertainment is available. The Monsters (primitive mutant tribes) sometimes discover these decks and take up residence... but continue to hunt as a means of securing honor.

### CONTROL

From here, a long-dead (or hibernating) captain once commanded the Starship *Destiny*. You can issue directives, alter the Starship's flight plan and weaponry, and take control of the ship's systems from here.

### CARGO

Contains hardware, supplies, and gear galore. Often also contains Monster squatters.

### ENGINEERING

You can obtain gear, reroute power, and get manuals and schematics for different systems and gadgets.

### OBSERVATION

A few of the upper decks are dedicated to observation of the stars. They are extremely thick domed decks on the outer layer of the ship, filled with different pleasant environments. Most are infested with The Monsters, who prefer to inhabit these decks as they engender mutations in their offspring. (+1 on the **Birth Mutation** move.)

### HIBERNATION

These decks contain row upon row of hibernation pods—some functional and maintaining sleeping crew/colonists, others long-ago broken down and containing skeletons, rotting corpses, or even recently woken humans struggling to escape.

## Recurring Locales

Some chambers occur with greater frequency appearing on multiple deck types to allow greater access.

### MED CHAMBER

Dedicated bots wait on standby, while coffin-like Treatment Cells await humans in need of medical attention. These are not designed for rabbits, though they could be commanded to perform some treatments on them.

### REFERENCE CHAMBER

Provides access to the ship's AI, allowing users to interrogate the ship's massive library.

### ARMS LOCKERS

Contains weapons configured for human use, as well as combat bots on standby. Not all combat bots have retained full functionality over the aeons.

### AIRLOCKS

Double chambered locales. Interior Chamber contains controls for the airlock, slimsuits and helmets, and airtight cargo containers. Outer chamber is a bare-walled airlock.

### ELEVATORS

Allows access to other decks within the *Destiny*. Often not completely functional; some elevator shafts are completely broken, with doors open to empty elevator shafts.

### ESCAPE PODS

Contains small, self-piloting pods that can be launched into space to escape threats. Automatically follow and re-dock with the *Destiny* on a different deck if the ship AI is functional.