

Cute & Fuzzy Seizure Monsters



BESM

CUTE AND FUZZY ADVENTURE BESM

MUTAMONS OF THE ATOM

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SETTING

This free adventure is for the *Cute and Fuzzy Seizure Monsters* sourcebook for the *Big Eyes, Small Mouth (BESM)* role-playing game. The scenario is set in an alternate Earth where increasing radiation levels (or some other phenomenon) brought about mutations in small animals, turning them into mutant monsters or Mutamons. Most Mutamons, for some unexplained reason, are domesticated animals and other exotic pets, though scientists have discovered some wild Mutamons. Many are fiercely loyal animals, bonding with a person for life; the strongest ties developed were with young children. Kids everywhere connected with and trained Mutamons to perform wild and crazy feats. At first, people viewed this relationship with fascination but it quickly turned to fear when schoolyard bullies trained their aggressive Mutamons to attack the pets of other children. Suddenly, schoolyards erupted in explosive battles between Mutamon and Mutamon with kids cheering wildly for one side or another. Society grew to fear Mutamons and even their trainers. Recently, several State Senators have rallied behind the charismatic Jarry Jyrich, Senator for Alabama who has called for strict legislation in controlling Mutamons. Some of the more “concerned” Senators have even demanded that Mutamons be classified as dangerous weapons, insisting they be controlled at all costs. As society’s fear of the “Mutamon Menace” grows, kids across the US simply want society to accept their loyal pets as normal, loving animals.

STORY BACKGROUND

With the growing fear of Mutamons, some people have tried to help society realize that powerful pets are not evil. Some trainers might force them to do bad things, but Mutamons themselves are not evil. One such individual, Chuck Zanier, has opened a school to help kids train their pets properly so that both may become "normal" members of society. His school, Chucky's School for Gifted Trainers, located just outside Milwaukee, Wisconsin, is a large campus where children are taught traditional classes as well as courses in the proper care and training of their special pets.

Some trainers, however, are willing to use violence to change society's view of their pets. Former schoolyard bullies are often front and foremost in the effort to aggressively change society's opinion of Mutamons. One such trainer, a former student of Chucky's School expelled for starting too many fights, is Maggie Marko. She and her vicious Mutamon, Toadramon have led a reign of terror across the United States. Her goal is to squash any anti-Mutamon sentiment under heel until society accepts her and her pet as the rightful ruler that she believes of herself. Maggie has recently decided to attack Jarry Jyrich and bully him into leaving Mutamons alone.



Through her network of schoolyard informants, Maggie knows Jyrich will appear at this year's Monster Convention (MonCon) to lead a protest against Mutamons. MonCon is an annual convention where trainers gather to show off their pets and the tricks that they taught them. Maggie believes this is the perfect place to attack Jyrich. First, MonCon is a high profile convention which brings together several thousand trainers, Mutamons, and people from associated industries (pet care manufacturers, construction companies, Pay-Per-View promoters, etc.). With this level of publicity, Maggie will be able to deliver her message to the entire nation. Also, because Jyrich will be heightening anti-Mutamon sentiment and put everyone on edge, Maggie believes that when she launches her attack, the convention will quickly degrade into an all-out war. This will not only help her escape, but will also draw more people into her war. In the end, Maggie is certain that this year's MonCon will be quite memorable.

CHARACTERS

The players assume the roles of trainers who attend Chucky's School for Gifted Trainers. They spend most of their days learning various skills necessary for well-adjusted coaches. This includes math, physics, chemistry, history, geography, art, Mutamon grooming and care, gladiatorial combat (trainer and Mutamon must know how to fight properly so that they can defend themselves without seriously injuring anyone in battle) and similar skills. Most students at CSGT are kids, often in their early teens or younger. Players should build their characters with 30 Character Points and must take the Servant (Pet Monster) Attribute. Further, many of CSGT's students are troubled teens who feel rejected by society. While some may exhibit this by acting like loners, for example, most of the students want nothing more than to be accepted by the world at large as a normal person.

The character's Mutamon can be anything the player wishes (with GM approval, of course), ranging from cute rodents with elemental powers to evolving monsters that can assume several forms. It is recommended that the player decide what animal the Mutamon was originally (a Cocker Spaniel, Siamese cat, gerbil, etc.) to reinforce the idea that this pet mutated from an otherwise normal creature.

IMPORTANT NPCs**CHUCKY ZANIER**

Chucky is a kind man with long, flowing hair who enjoys jogging and dancing. Chuck opened his School for Gifted Trainers when he realized that society's fear was causing people to turn against their own children. He hoped his school would help mould children into vital members of society so that people would accept rather than fear them. He considers Maggie and her expulsion from his school as his greatest failure and attempts to atone for that mistake every day of his life.

Body 4 **Mind 8** **Soul 6**

• DERIVED VALUES

Health Points 50
Attack Combat Value 6

Energy Points 70
Defense Combat Value 4

• ATTRIBUTES

Animal Friendship (Mutamon) Level 2, Flunkies (School Staff) Level 4, Organizational Ties (Head of CSGT) Level 4, Personal Gear (school equipment) Level 5, Train a Cute Monster (Analyze Monster, Breed Monster, Feed Monster, Instil Discipline, Inspire Monster, Nurse Monster) Level 6

• DEFECTS

Attack Restriction (kids and Mutamon) 2 BP, Nemesis (Maggie) 1 BP, Phobia (fear of failing to help students) 1 BP

MAGGIE MARRO

Maggie is a spoiled brat. As a child, her parents indulged her every whim, giving her anything she ever wanted. When she grew older, she discovered the rest of the world was not so willing to give in to her demands. Furious that people would treat her so poorly, she decided to take what she wanted — she deserves it after all! Maggie thinks very highly of herself and believes she is entitled to everything, regardless of what others think. The one thing she truly does care about is Toadramon, which has always been loyal to her, no matter what. This has driven Maggie to fight for Mutamon rights, on behalf of her one and only true friend.

Body 5 **Mind 4** **Soul 3**

• DERIVED VALUES

Health Points 60
Attack Combat Value 6

Energy Points 35
Defense Combat Value 4

• ATTRIBUTES

Combat Mastery Level 2, Damn Healthy! Level 2, Organizational Ties (Combat Club) Level 4, Servant (Toadramon) Level 10, Train Cute Monster (Analyze Monster, Feed Monster, Instil Ferocity, Inspire Monster, Monster Tactics) Level 5

• DEFECTS

Ageism 1 BP

TOADRAMON — SABERTOOTHED TOAD

Body 8 **Mind 3** **Soul 4**

• DERIVED VALUES

Health Points 90
Attack Combat Value 8

Energy Points 35
Defense Combat Value 6

• ATTRIBUTES

Combat Mastery Level 3, Damn Healthy! Level 3, Extra Attacks Level 2, Massive Damage Level 2, Jumping Level 1, Natural Weapons (Fangs, Claws) Level 2, Special Attack "Itchy Goo!" Level 3 (Aura, Irritant, Drain Energy, Melee, Toxic, No Damage, Damage 60), Special Attack "Entangling Tongue!" Level 3 (Accurate, Flexible, Tangle, Low Penetration, Melee, Stoppable, Damage 60), Special Attack "Sabertooth Acid Fang!" Level 3 (Burning, Penetrating (Armour x2), Limited Shots, Melee, Uses Energy x2, Damage 75)

• DEFECTS

Marked (Mutamon) 2 BP, Physically Unappealing (Wart covered toad) 2 BP, Wanted 1 BP

JARRY JYRICH

Jarry Jyrich is a stereotypical politician — he says whatever he feels "the people" want to hear to ensure he stays in power. In reality, he is a small, petty, lonely man who wants nothing more than to be popular. His recent crusade to control Mutamons stems from the fact that he never had a pet as a child and has failed miserably any time he tried to "bond with" one (though control would be a more accurate word). He figures he will control Mutamons one way or another and if he has to do it using the government, then so be it!

Body 3 **Mind 6** **Soul 3**

• DERIVED VALUES

Health Points 30
Attack Combat Value 4

Energy Points 45
Defense Combat Value 1

• ATTRIBUTES

Appearance Level 2, Art of Distraction Level 3, Aura of Command Level 2, Flunkies Level 5, Organizational Ties (Government) Level 4

• DEFECTS

Inept Combat 1 BP, Red Tape 1 BP

JYRICH'S BODYGUARDS/THUGS

These are generic, paid thugs. They will protect Jyrich from harm, but will not sacrifice themselves stupidly (they have lives and families after all). Simple put, they are doing this for the paycheck.

Body 6 Mind 3 Soul 4

- **DERIVED VALUES**

Health Points 60 Energy Points 35
Attack Combat Value 5 Defense Combat Value 3

- **ATTRIBUTES**

Combat Mastery Level 1, Damn Healthy! Level 1, Personal Gear (gun and other minor items) Level 1

- **DEFECTS**

Red Tape 2 BP

BRADLEY NORTON

Bradley is bored. Like most kids, he went to school, studied hard, participated in track and field, and helped organize school plays and other mundane activities. He grew bored of it all. He wanted excitement and when he heard about Combat Club, it was the perfect chance to add some spice to his life. He was not prepared for what he got himself into, however. Combat Club is far more violent and anarchistic than he expected. He thought it would simply be some roughhousing and that is all. He did not anticipate plots to attack politicians and the like. This is more excitement than he wanted.

Body 5 Mind 5 Soul 5

- **DERIVED VALUES**

Health Points 50 Energy Points 50
Attack Combat Value 5 Defense Combat Value 3

- **ATTRIBUTES**

Appearance Level 2, Divine Relationship Level 2, Organizational Ties (Combat Club) Level 2, Servant (Penguimon) Level 6, Train Cute Monster (Analyze Monster, Inspire Monster, Monster Tactics) Level 3

- **DEFECTS**

Ageism 1 BP

PENQUIMON — PENGUIN

Body 4 Mind 4 Soul 5

- **DERIVED VALUES**

Health Points 45 Energy Points 45
Attack Combat Value 4 Defense Combat Value 5

- **ATTRIBUTES**

Natural Weapons (beak) Level 1, Water Speed Level 3, Special Attack "Sardine Smash!" Level 2 (Low Penetration, Melee, 75 Damage), Special Attack "Flying Sardine Assault!" Level 1 (Limited Shots, Low Penetration, Short Range, Stoppable, 75 Damage), Unique Attribute: Defensive Master Level 3 (increase Defensive Combat Value by 3)

- **DEFECTS**

Awkward (when walking) 1 BP, Not So Fast 1 BP

CHARACTER GOALS

1. The characters' most important goal is to protect Jarry Jyrich from harm. If Maggie successfully attacks him, the ensuing anti-Mutamom backlash could sweep the nation into violence.

2. The characters must also ensure that Jyrich does not incite the attendees of MonCon into riot. Jyrich knows, and in fact hopes, that he might be attacked because of his vocal and insulting protest at MonCon. He wants nothing more than for some hot-headed trainer to attack him on national television. This would quickly add weight to his goal of finally controlling Mutamoms. The characters must make sure that doesn't happen.

3. Lastly, the characters must apprehend Maggie. So long as she and people like her are running around, starting fights, the public will continue fearing Mutamoms.

PLOT ELEMENTS**1. FLASHBACK**

The beginning of the adventure is actually a flashback scene to a year or two ago (depending on how old the characters were when they joined Chucky's School for Gifted Trainers). Players should reduce their Character's Stats, Skills (if any) and Attributes by 1 Level (or more) to reflect the fact that they were younger and thus less experienced back then. Some characters have attended CSGT for a few months now while others arrived recently. Maggie is still a student in the school at this point.

Use this scene to play out the characters' introductions to each other and possibly some of the elements from their background. For example, if one character has the Recurring Nightmares Defect, it might be from an event that occurred around this time. It would be good to play out situations such as these to make the characters' backgrounds more intimate.

This scene should develop the bonds of friendship between the characters and establish Maggie as a mean-spirited, nasty thug who starts fights any chance she gets. Any character who does not bend to Maggie's will quickly become a target for her aggression. Toadramon will often attack the characters' own Mutamons. These battles are short (ending before anyone is seriously injured) since teachers intervene almost immediately, but Toadramon's attacks are so vicious that characters must direct their Mutamons carefully to avoid serious injury. These early battles against Maggie and her pet will also help characters develop relationships with their Mutamon companions as well as giving them a chance to know Maggie's capabilities (be sure to reduce her and Toadramon's Stats by 1 level just like the characters).

Matters should worsen over time until, suddenly, Maggie and her Mutamon disappear. If the characters ask about the two, they discover that Maggie was expelled from the school because of her violent behaviour and refusal to change. For the next few days, Chuck appears sad. Should any of the characters speak with him, he expresses deep regret that he could not help Maggie, and feels tremendous guilt that he eventually had to turn his back on her for the sake of the school.

This scene can last as long as the GM wishes, but it should be used mainly to establish ties between the characters and introduce some of the main NPCs.

2. MONCON 2001 COMES TO TOWN!

One day, while watching television or talking with a friend, the characters hear about MonCon, the pet-monster convention where trainers get to show off their pets. MonCon is held in Milwaukee (although organizers are thinking about moving it to Indianapolis, Indiana in the near future). The characters should hear about some of the wonderful prizes being offered for Best Trained Mutamon, Cutest Mutamon and the various other categories. Further, some celebrity Mutamons and trainers will also be present. One way or another, characters should want to go to the convention either for the prizes, to see the celebrities or just to attend the show.

Chucky is hesitant to allow his young students to go to Milwaukee for MonCon, but quickly will give in to their exuberance. While he may permit the characters to attend the show, he will insist that they pass a rigorous test first, forcing them through an obstacle course in the school's gym (which the students spitefully refer to as the Dangerous Room...). The course tests the students' ability to control their Mutamons and their ability to work as a team. Conversely, the characters could sneak off to attend the show without telling Chuck. This, of course, will open a big bag of trouble when they return.

Once in Milwaukee, the characters encounter an overwhelming flood of Mutamon-madness. Street banners advertise MonCon while city buses with

display posters on their side promote the show. There are long line-ups at the hotel from the hundreds and thousands of children and their Mutamon pets checking into their rooms. Restaurants offer all sorts of MonCon discount deals in an effort to attract the convention-dollar. On the first night, before the show begins, the characters should be able to simply enjoy the festivities and ambience. For the first time in ages, they can finally feel normal around the thousands of other people just like themselves.

The next day, when the characters arrive at the Midwest Convention Centre, they are snapped back to harsh reality. Outside the convention centre is a large group of protesters carrying signs with anti-Mutamon slogans. Some placards with anti-trainer slurs attack the children, not just their Mutamon companions. Jarry Jyrich is on a platform, giving a speech about the dangers of "uncontrolled" Mutamons in society. Opposite the protest is a large group of convention attendees. Some of them are heckling Jyrich during his speech, eliciting angrier replies from the activists. Police are already on the scene with more arriving as tensions soar. Further, news crews from local and national television and radio stations are also on-site in case chaos breaks out, in the hopes of capturing the lead story for the six o'clock news.

The first day, however, passes without any serious incidents. Protesters exchange some harsh and nasty words, but aside from that, the rally remains peaceful. Later that evening, however, when the characters are walking back to their hotel, one of them should spot Toadramon hopping down a back street. Shortly afterwards, the characters can hear a short, but nasty fight break out down the same street — Toadramon is attacking another Mutamon. If the characters investigate, they should overhear Maggie gloating about her quick victory over the other trainer's "weak, geeky Mutamon."

If the characters confront Maggie, she quickly realizes the characters outnumber her, and will escape at first opportunity (though she will not make it look like she is running away — she is leaving because the characters are not worth her attention). The characters might be able to deliver a few shots before she and Toadramon get away, but Maggie knows the city better than the characters and uses that knowledge to vanish into the night. Before she vanishes, however, she will say, "I don't know why I bother trying to help you weaklings! Still, I'm so great that tomorrow I'll make the world better for wimps like you ... then you'll realize how great I am!" If the characters do not confront Maggie, she will direct the same speech at the defeated trainer.

3. LET THE GAMES BEGIN

The characters should learn, either through investigative work or by talking with fellow trainers at the convention, that Maggie plans on "something big" the next day. The characters must investigate further to learn more. If they ask the right questions, they can discover that there is an underground-fighting league in Milwaukee where trainers meet regularly at one schoolyard for Mutamon duels; this is the type of group that Maggie would hang out with. This Combat Club, as

it is sometimes called, began as a way for trainers to let off some steam and have some rough and tumble fun, but recently things have become more serious. If the characters ask the right questions of the right people, they eventually meet a member of Combat Club, Bradley Norton. When questioned about Combat Club, Bradley hesitantly admits its existence. If pressed, he tells the characters that he will talk only if one of their Mutamons can defeat his pet, Penguinmon. If the characters agree, he fights honourably and prevents his Mutamon from doing any serious damage to the character's pet. Also, if Penguinmon loses, Bradley honours his word and tells the characters what they want to know (if he knows the answer, of course). Conversely, if his pet beats the character's Mutamon, he apologizes and leaves without saying a word, though another character could challenge him to another battle.

If Bradley loses, he gives the character who bested him a pin with a symbol on it and explains that the character is now a member of Combat Club. He then says some members of Combat Club are preparing to attack someone important. He also explains that Maggie is a regular member of Combat Club and seems to be directly involved with the group's nefarious plot. He tells the characters that he does not know what will happen exactly because he is not involved with it (he is still relatively new to the group), but he thinks it has something to do with the protesters at MonCon. Beyond that, Bradley does not know anything else. 4. The Pot Bubbles

The next day, when the characters arrive at the convention centre, they encounter the same crowd they saw yesterday — protesters waving anti-Mutamon and trainer signs while Jyrich shouts about the evils of mutant animals. If the characters look around carefully, one of them might spot (on a successful Mind Stat Check) Maggie and some other mean-looking trainers with Combat Club pins in the crowd of convention attendees. They are talking with other trainers (especially those with Mutamon that look like they can handle themselves in a fight), in the hopes of inciting a riot. The characters might also notice (again, on a successful Mind Stat Check) some people who were acting as Jyrich's bodyguards yesterday disguised as convention attendees. They too, are walking among the crowd, attempting to spark a brawl for the benefit of their boss and the media. Both Jyrich's men and Maggie seem to be succeeding — the level of tension in the air is palpable and many trainers look like they are ready to start fighting any second now.

How the characters handle the situation is up to them. Do they try to calm the crowd down and diffuse the crisis? Do they attack Maggie and the other Combat Club members in an effort to stop her (and possibly provide the spark that starts the riot)? Do they attempt to show everyone how Jyrich is trying to manipulate people? How the characters handle things is entirely up to them. The reaction of those in attendance depends on their actions.

The convention goes will calm down if the characters attempt to diffuse the situation. Most of the people attending MonCon are there to enjoy themselves, not start a fight. While the predicament may be tense, most of them just want to get

into the convention centre and have fun. If, however, a battle of any kind begins between the protesters and Mutamons, the convention's attendees will defend themselves and their friends. If a battle breaks out between the characters and Maggie, however, the convention goers will hold off while figuring out what is happening.

The protesters are likelier to fight, compared to the conventioners, though they will not start a skirmish directly. If a fight does break out, however, they join it eagerly, unless it is a battle between the characters and Maggie. Many of the protesters are expecting some sort of violence between themselves and the "Mutamon Menace" but they are not expecting Mutamon to fight each other.

Jyrich and his men will do everything possible to escalate any situation into violence between the convention attendees and protesters. Jyrich needs this battle to further his goals. If any sort of fight occurs, they will do everything possible to involve everyone in the fracas. For example, if the characters battle Maggie, Jyrich's men will use the confusion to attack the protesters. Since it appears that Mutamon sympathizers (Jyrich's men in actuality) are attacking the rally-goers, the protesters eagerly attack back and chaos quickly ensues. If, however, the characters expose Jyrich's efforts to incite a riot, the senator and his men will attempt to slink into the shadows and disappear before the TV crews get them on tape.

Maggie and her Combat Club allies are here to start a fight. One way or another, she intends on beating Jyrich and his kind into the ground on live television. If she has to go through the characters to do so, she is more than willing. Regardless of what happens, Maggie eventually attacks Jyrich with the Combat Club providing support (create one Combat Club trainer and Mutamon, using 25 Character Points, per 2 player characters).

The police do everything possible to maintain the peace. They try to keep people separated if tensions continue to rise, and quickly arrest anyone involved in a fracas. If the characters and Maggie fight, and the characters are clearly trying to protect Jyrich and the others from harm, the police are intelligent enough to recognize the team's heroic efforts. If, however, the characters start the fight, then the police will likely arrest them for inciting violence, which could land the team in a lot of trouble.

The media crews on site will tape everything — they want to make sure they have the lead news story....

The characters' best approach is to calm the crowd down, reveal the senator's manipulation of everyone present and wait for Maggie to launch her attack before defending Jyrich. This way, the characters ensure that the protesters and convention attendees do not fight each other, and the news shows a group of Mutamons and trainers protecting Jyrich from harm, despite his manipulation of people. This helps improve the image of Mutamons across the nation, demonstrating that not all Mutamon are evil creatures to be feared.

CAMPAIGN EXPANSION

This adventure can certainly lead to a full *Cute and Fuzzy Seizure Monsters* campaign. Do the characters defeat Maggie or does she escape before the police can arrest her? Does Toadramon escape and help break Maggie out of jail? Does MonCon devolve into a full riot, increasing the anti-Mutamom tensions across the nation? Can the characters repair their pets' public image? What about Combat Club? Will its existence continue to perpetuate the image that Mutamoms are violent, dangerous monsters? The GM can answer these questions in future adventures and generate tremendous potential for a long-term campaign.



Cute & Fuzzy Cockfighting Seizure Monsters

