



Adventures

Magical Minutia

Hoppers, Bad-Bad Bunnies





Name: Hoppers
Type: Hooper
AKA: Bad Bunny, Rogue Rabbits
Rank: 1
Location: Native to the wilds lands of the Empire Homeworld.
Motivations: Hunt and survive

Body	D6	Mind	D4
Senses	D6+1	Will	4
Social	D6	Magic	D4
Life Points	12	Reflex	11
Actions	1(2)	Armor	0 (2)
Resist Magic	7	Zap Points	8

Common Skills: Athletics D6+ 4, Basics D6+3, Fighting D6+4, Hide D6+5, Scare D4+3, Survival D4+5, Urchin D6+3, Herbalism D4+4

Common Traits (Choose 2):
 Mysterious, Witty, Trickster, Warrior,

Abilities

- Enhanced Hearing:** The creature gains +2 to hearing based rolls and can hear sub sonic noises.
- Hyper Movement (Jumping and Running) (1):** The creature can run at 40mph out of combat and 40 feet in combat. It can also jump 40feet Vertical and horizontally.
- Hyper Reflex (Boost) (2):** The character can spend 2 zap points to boost their reflex by 2 for one minute out of combat or 1 combat round. This also grants them +2 to bonuses involving ability based athletics roll.
- Gnaw:** The creature does 4 damage with bites, Their bites also ignore 2 points of armor.

Common Equipment

- Hopper warriors have through raids gained weapons and some armor.
- Swords:** Damage +2
- Short Bows:** 8 Damage, range 50 feet. 10 arrows.
- Hide Armor:** Ignore 2 Points of damage)

Information: Hoppers are a primitive tribal creature native to the prairies of the Empire Homeworld. Living in under ground warrens in large groups they hunt and scavenge for their food and wares. Hoppers are not to be underestimated as they are quite intelligent when they it comes to hunting larger prey and tricking predators.

The creatures tend to shun outsiders and save the hunters they tend to stay in their warrens or near them. Strangers approaching their warren will be warned usually by throwing rocks or near miss arrows to stay away.

While rare on off their planet, Earth, Hoppers have found their way to Earth via natrual dimensional portals and magical accidents.

If a character somehow manages to gain a Hopper's trust they will have a friend for life.

Description: Hoppers look like humanoid rabbits stand 4 feet to 4 1/2 feet tall. They have fur colors ranging from brown, grey or black with only snow dwelling Hoppers having white fur.

Hooks

1. A witch has taken a Hopper to use as an "Easter Bunny" at her estates Easter egg hunt. But the creature has escaped and is now seeking revenge against all witches.
2. A group of Hoppers have found their way to Earth and are hunting local pets for food. Can they be stopped and returned home?
3. A Baby Hooper purchased as a pet is being sought after by its tribe who has crossed worlds looking for it.

Cryptozoology Facts

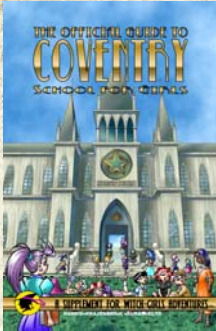
1. Hoppers communicate subsonic in a language only they can understand.
2. Baby Hoppers are really cute and are expensive commodities on magical pet black-market.
3. Hoppers love eggs and may believe the Easter Bunny legend comes from a Hopper stuck on Earth.



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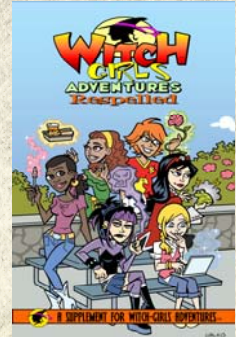
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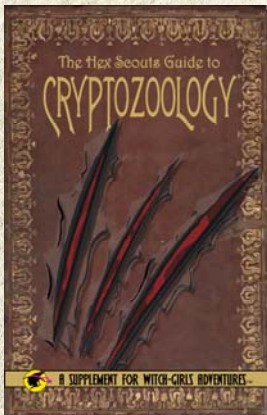
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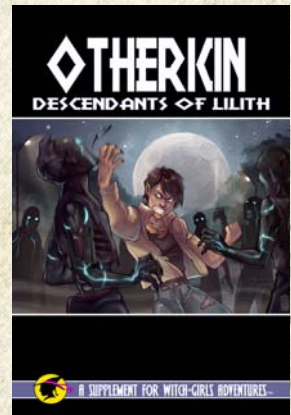
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