



## QUICKSTART RULES

### FLEETING LUCK

Every time a player rolls a 20 on an action check (or a 1 on a Luck check), they gain a Fleeting Luck token. Every time any player rolls a 1 on an action check (or a natural 20 on a Luck check), all Fleeting Luck in play are lost.

Fleeting Luck can be spent as per normal Luck, providing a +1 modifier for each Fleeting Luck point spent after the die roll, and any player may contribute their Fleeting Luck to any other player's roll, if they choose to. Regular Luck can also be spent in the usual way on top of any modifiers provided by Fleeting Luck.

## BEAST CHECKS

All players and the Judge are encouraged to think of behaviors that the animals would be naturally inclined to do in the situation at hand, and can at any time invoke any player(s) with these natural inclinations, as long as it is in the spirit of fun for the players at the table.

The invocation can be rejected by the Judge, but if the Judge decides to permit it, the Beast(s) affected by the invocation can decide to succumb to the natural urge for a Fleeting Luck token, or they can attempt to resist this urge with a Stat check. Usually these checks are of a social or intellectual nature, so Beast Checks are most frequently made against Personality or Intellect, but the Ability and DC for the check is left to the Judge to best fit the situation.

A general rule of thumb is to provide no more than one Fleeting Luck token from Beast Checks per Beast in an encounter.

## FUR BURN

Beasts can choose to burn points from their Personality and Intelligence Attributes to modify a die roll before the die is rolled, similar to the Spellburn mechanic in DCC. This mechanic assumes that the Beast is abandoning their human-like intellects and social capabilities to draw upon the wellspring of their animalistic origins to desperately accomplish the task at hand, with the result being that they draw nearer to their base animal states in doing so.

Fur Burn recovers at a rate of 1 point per day. Stats cannot be burned below 3 or the Beast will revert back to a fully animal state of mind, and becomes a feral NPC until the Fur Burned stat(s) are recovered to a minimum of 3.

## BEASTIAL FREAKOUTS

This involves the Beast tapping their inner bestial essence through a gratuitous display of howling, snorting, shrieking, prancing, hooting, feces hurling, or other bestial activity appropriate to the Beast's type.

A Bestial Freakout allows the player to spend Luck before the die is rolled for any action, with each point of Luck spent increasing the die up the dice chain by one shift.

# ARMOR RULES

**Armor Die** In Bronx Beasts, Armor does not increase Armor Class, but instead soaks damage done by attacks that do hit. This approach to armor was developed by Reid San Fillipo for the American Survival Guide. Each piece of useful armor worn increases the wearer's armor die by one die shift, starting at d3, with no armor effectively being an armor die of zero.

**Fumble Die** is equal to one die shift less than their Armor Die, with a minimum of a d4 (characters can always fumble). For example, if a character has a d8 Armor Die, they would have a d6 Fumble Die, but Armor Dice of d3, d4, and d6 will always have a d4 Fumble Die.

**Armor Check Penalty** is applied to physical actions that a character performs, such as swimming, climbing, cooking, and playing video games. It is a measure of the bulk of their armor getting in the way of their unimpeded movements.

**Damaging Armor** When a 1 is rolled on an Armor Die roll, the armor is damaged and becomes one die shift less effective. This in turn may also reduce the Fumble Die and Armor Check Penalty provided by the now less effective armor. If an Armor Die of a d3 rolls a 1, the armor is entirely destroyed and no longer provides any protection.

**Shields** still affect Armor Class, and do not increase the Armor Die. Shields increase the Fumble Die shifts and Armor Check Penalty by the number of AC points the shield provides.

## HEALING AND RECOVERY

Bronx Beasts does not include an equivalent to the Cleric class, and magical healing is not usually available. As such, the following healing rules taken from DCC Lankhmar are in place to make the game somewhat less lethal.

**During combat**, a character can spend a point of Luck to recover 1 hit die + Stamina modifier worth of Hit Points as an action. They are in effect taking a quick break from combat to check their wounds, catch their breath, or rally their strength. This can happen only once per battle, but can occur even as the last opponent is defeated.

**Outside of combat**, a character can take time to bind their wounds, restore their spirit, and recover from the stress of battle. Recuperating in this manner takes 1d3 turns, after which the character can spend 1 point of Luck and regain hit points equal to a roll of his class hit die + Stamina bonus + their level. If the character's rest is interrupted before this time elapses, they do not regain any hit points and must start the recuperating process anew. Each character can only recuperate once per day and gains no benefit from further rests until they have had a full night's sleep. A full night's sleep recovers 1 Hit Point, and a day of bed rest will recover 2 Hit Point.

## ROUSING DYING CHARACTERS

When a character is reduced to zero or less hit points by any means, they are incapacitated and begin bleeding out. They will bleed out for a number of rounds equal to their level before dying. A bleeding-out character can be saved from death by staunching their wounds, which takes an action by an ally working to save the dying character. When this occurs, the character remains incapacitated and is considered to be at zero hit points and unconscious. Once the battle is ended, the incapacitated character can spend 1 Luck to regain a single hit point and become conscious.