

DRUNKEN BEAR FIGHTER

In this RPG you will play Russian agents who combat the drunken bear menace present in the modern day Moscow underground.

Rules

To succeed in a task, roll a D6 under the relevant stat. If you have a relevant skill or suitable equipment add one to the stat for the purposes of the test.

Stats -

You have four stats. Rank these from Four to One, where four represents the highest level of ability and one the lowest.

Power

Speed

Charm

Drunken Bear Knowledge

Power is used when combating drunken bears or their minions up close, or in feats of physical activity. **Speed** is used to avoid the attacks of the bears or feats of dexterity and agility. **Charm** is used when interacting with others. **Drunken Bear Knowledge** (or **DBK**) is a special stat – if a character spends a turn using it to watch a bear, and they succeed in their roll, they may add the number rolled on the dice to their next roll. You can also use it to find things out about Drunken Bears.

Skills-

Skills are freeform. Choose whatever you want. You receive one relevant skill per stat – for example, you might choose “*Punching Drunken Bears in the Face*, *Acrobatics*, *Lying* and *Drunken Bear Hideouts*” as your skills list.

Equipment –

Agents are given a pistol when they are inducted into the RDBFO (Russian Drunken Bear Fighting Organisation). They may choose two other pieces of equipment which they have brought from home or requested. Examples include a car, cool shades, a computer, a broadsword, a bear-scanner. More equipment can be picked up on the mission. Standard equipment adds one to the target number of a dice roll. Fancy equipment (a sports car, a pump-action shotgun, a chainsaw) add two to the roll but “cost” two regular items, and are

harder to find. Some equipment may be necessary to perform certain actions – you can’t have a car chase without a car, for example.

Combat and Injury

To hit something in combat, make a roll against the appropriate stat. The character that has been attacked can make a **Speed** roll to get out of the way in time – if they succeed, they take no damage. If they fail, they subtract the *number rolled* on your attack dice from their stats. This is the manner in which all combat is conducted. They may spread this around between them (so a player who takes four damage may subtract one from all his stats). A player may heal himself or others with a **Speed** roll, with the amount healed being the number rolled on the dice. Characters can only be healed once after every encounter.

The Enemy – Drunken Bears

The basic *Drunken Bear* has **Power 5** and **Speed 3** and no relevant skills. If you need a bear to achieve something not covered, improvise a result. Also featured are *Advanced Drunken Bears* who have **Power 5** and **Speed 4**, and have opposable thumbs resulting in them using weapons and equipment.

Ninja Bears are the silent assassins of the bear community and usually operate by themselves. They have **Power 3** and **Speed 5**, and often use throwing stars and stealth to eliminate their opponents.

Bear Kingpins are the overlords of the bear population. They have **Power 4**, **Speed 4**, **Charm 4** and **DBK 4**. They will often be surrounded by a few minor bears that do their bidding.

Adventure Ideas –

- Drunken Bears are causing trouble in a local bar! Two regular bears and an advanced bear are drinking too much vodka and causing trouble.
- A powerful Kingpin is moving in his armoured van from one city to another. You must strike when he is weakened and wipe him out.
- Drunken Bears are swarming out of the sewers! Why on earth is that? Find out.
- Interrupt a deal between the DBs and the Russian Mafia.
- Raid a DB stronghold filled with Ninja bears.