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## GINGER

Ginger is a cat with a skilfully questionable set of morals and a morally questionable set of skills.

Having all the tell-tale signs of the typical pampered cat, Ginger accepts affection only on her terms, thinks little of how her actions affect others, and believes she is entitled to anything she can see.

On top of this, she is skilled with the use of lockpicks, is agile enough to scale buildings, and has the skill (and common sense) to remain unseen when performing these activities.

None of this is to say she is irredeemable, however. She risked her life freeing others from MOON LABS on the night of the escape, and even stayed behind to attempt to talk an old friend, Rex, into coming with her. He refused, and since then she has had difficulty trusting those around her, despite a strong desire for a genuine emotional connection. Though she would never admit that desire exists.

**Name** GINGER

**Trait/Role** EMOTIONALLY DISTANT CAT BURGLAR

**Health** 2      **Defence** 12

Stat	Dice	
Smarts	2	(Botany)
Moves	4	(Thievery)
Style	4	(Persuasion)
Brawn	2	(Brawling)

**Gear:** Sharp claws 2 (1 damage), Lockpicks

Agile and sneaky though you are, your main power is your nine lives! Roll a die; that's how many lives you have left. When you would normally be Knocked Out, instead you remain at 1 Health.

Sneaky does it! Up that wall, through the window, crack the safe! Locks mean nothing to you.

ACE! ID CARD

## AZURE

Azure is a peacock with a massive train of tail feathers, rivaled in size only by their ego.

Azure is completely obsessed with themselves, their image, their fashion, everything. They have dedicated most of their life to preening, designing outfits, and partying. When a new subject is broached, you can be certain Azure will find a way to make it about them.

While this attitude might sound off-putting, it's actually Azure's strength; on paper they sound irritatingly vapid, but there actually seems to be some credence to their assertion that they're the most important person alive. Of course, they're not, but it's easy to forget that. The way they hold themselves, the way they speak, their mannerisms, all obviously so practiced, and yet so endearing. Azure could talk a slug Hybrid into buying salt.

After spending enough time with them, that's the most irritating thing about Azure, though. A more modest person could do the same thing but wouldn't think they're MOON LABS' gift to humanity because of it. Those close to them consider Azure somewhat of a siren; listening to them is intoxicating but will only lead to a fatal consequence: in this case mild irritation and perhaps a bout of second-hand embarrassment.

Name AZURE

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Trait/Role NARCISSISTIC PEACOCK CON ARTIST

Health 3      Defence 6

Stat              Dice

Smarts            3      (Empathy)

Moves            3      (Shooting)

Style              5      (Fashion)

Brawn            1      (Tough)

**Gear:** Throwing knives 5 (1 damage)

You can fly (a bit). That's good, isn't it? You have to land each turn though. Also by displaying your tail feathers you can make a Style vs a target's Smarts, or they are fascinated for a turn and can do nothing but stare at you in awe. Rightfully so, frankly.

Liar, liar, pants on fire! You have a collection of very convincing fake IDs, and can pull out any one you need at a moment's notice.

## HAMMY

Hammy is the hamster mom friend, who, fortunately, has not heard that hamster eat sometimes eat their young.

She has a lot of trouble letting go; much like the massive assortment of things she keeps in her cheeks, she becomes extremely attached to those around her and finds it hard not to micromanage and obsess over “helping” them.

The litany of junk she hoards in her mouth can be extremely useful, however. She is just as capable of pulling out a broken bicycle tire as she is a stun baton. Sometimes, she’ll even retrieve something wonderful, like a high-tech tracking device or a unicycle! The unicycle is, admittedly, not incredibly practical, but still very cool.

She is extremely clingy. Ultimately this is because she cares; she is so invested in the lives of those close to her, that she can sometimes (read: all the time) involve herself a little (read: a lot) too much. Those around her can feel smothered or even manipulated. Ironically, this is what tends to drive a wedge between her and others, despite her best intentions.

ACE! ID CARD

**Name** HAMMY

**Trait/Role** CLINGY HAMSTER CHEF

**Health** 3      **Defence** 9

Stat	Dice
Smarts	3 (Cooking)
Moves	3 (Driving)
Style	3 (Disguise)
Brawn	3 (Eating)

**Gear:** Twin rolling pins 3 (1 damage)

You can spend 1 Karma and automatically pull out an item with a target number of 10 or less.

You can cook up an amazing meal in an hour, which gives everybody 1 Health back. Plus you do +1 damage with knives.

## BRIZ BANE

The history of fisticuffs is rich, and the fascinating figures involved with it are fascinating specimens, but Briz Bane is neither. A porcupine convinced he comes from the Land Down Under, he speaks in a broad Australian accent and considers Crocodile Dundee to be an historical figure.

His total dedication to the craft of pugilism is admirable; while he is not exactly known for his powerful punches, his opponents know that to strike a target covered in spikes really hurts! Briz Bane has won multiple fights simply by standing there.

**ACE! ID CARD**

**Name** BRIZ BANE

**Trait/Role** QUIXOTIC PORCUPINE BOXER

**Health** 7      **Defence** 9

Stat	Dice	
Smarts	2	(History)
Moves	3	(Surfing)
Style	2	(Singing)
Brawn	5	(Tough)

**Gear:** Shooting quills 3 (1 damage)

You're covered in spiky quills. Whenever somebody makes a melee attack against you they automatically take 1 damage.

With a quick One-Two, and swift K.O., you really know how to punch. Your unarmed damage increases by 1. And also, once per day, when you would normally be Knocked Out, you can choose to remain on 1 Health.