

# RULES FOR RAPTOR, A JURASSIC PARK STORY

(A Modification of Kids With Bikes & Never Stop Blowing up)

## MAKING YOUR RAPTOR

### Stats

Each raptor has seven stats: Fight, Flight, Brains, Brawn, Charm, Grit and Stealth. When building your character, you assign a die to each stat. You have the following dice to assign to stats. D4: 2, D6: 3, D8: 2.

### Abilities

At the beginning of the game, you start with three Abilities. Between Scenes during the game, you can purchase additional abilities for 3 Claw tokens each. The Tokens themselves must be earned by you and cannot be given to you by other characters. Also, this cost cannot be reduced. The GM will let you know when the scene is over.

### Color

Due to the wonders of Modern Genetics, and Dr. Wu's work, Velociraptors come in a Wide variety of colors. Besides being extremely fashionable, they also provide the Raptor with some additional benefits.

Color	Description
Black	+1 to Fight Checks
Blue	+1 to Charm Checks
Goldenrod	You can spend 2 Claw tokens to reroll a flight check when trying to Jump
Grey	If you know the area, you cannot get lost
Green	+1 to Brawn Checks
Magenta	+1 to Flight Checks
Purple	All Snap decisions are considered Planned actions for you
Red	Claw tokens adds 2 to a roll instead of 1
Brown	+1 to Grit Checks
Dark Grey	You gain the Protector Ability for Free
White	+1 to Brains Checks
Tan	+1 to Stealth Checks

## Features

Each raptor is its own unique creature. As such, at creation you can choose one feature from the table below. These features can only be chosen at creation.

Feature	Description
Soothing Call	Explain how you are using your voice to help an ally in a check, the ally gets +1 to that check
Unique Scale Pattern	You get +1 to checks when attempting to distract others.
Unusual Eye Color	You get +1 to all checks to see in darkness or low-light
Strong Leg Muscles	You may run faster to add a d4 you your Flight Checks, however you suffer a d4 penalty to all Brawn checks and Grit check until you can catch your breath.
Hollow Bones	Gain the Escape Artist Ability for Free
Large Feet	You cannot be pushed, knocked over, or forcefully moved by an attack or the ground shifting unless the ground creates a slope greater than 45 degrees
Natural Resistance	Choose an environment, when your in that environment you gain +2 to Grit.
Natural Healing	Gain the Quick Healer Ability for Free
Facial Scars	Gain +1 to all rolls to Intimidate others
Working Things Out	Gain +2 to all Brains Checks
Thick Skin	Reduce the first Heavy hit in a Scene to a Light Hit.

## Age

All raptors must be either Teenager or Adults. Teenagers (Age 6 months to a 11 Months) gain a +1 to Brawn and Fight Checks. Adults (Age 1 Year+) gain +1 to Brains and Grit checks.

## Knack

Thinking about your character's backstory, what is something that your character can always do, even when they're under pressure? This will be your Knack, something that you can do once per session without having to roll a check for it. Instead, you'll get a 10 on that check—but only once per session.

## Finishing Touches

Name: What does your Raptor call themselves?

Motivation: Write down something that strongly motivates you. It might not be the thing that drives all of your decisions, but it should certainly drive many of them—especially your big decisions.

Fear: Write down something that you're afraid of. In terms of role-playing your fear, you will, of course, want to avoid your fears, and when faced with them, you'll behave more irrationally.

## BLOWING UP

- Every time a Raptor gets the highest value on their die, it BLOWS UP, and that skill moves up to the next die type.
- Roll that new die and add the results to the current check.
- If that new roll is also the highest value, the skill continues to BLOW UP.
- Repeat this process until you reach a d20.

## PREPARED ACTIONS

When an Action Hero has time to prepare for a skill check and is not under stress, they can use a prepared action. Instead of rolling a die, they take half the die value for that stat.

## CLAW TOKENS

When a Raptor fails a check, they get a Claw Token, which can be spent one-to-one to increase the value of a die roll. If a die roll is increased to its highest value, it triggers a BLOW UP as if the highest value had been rolled.

## INJURY

There are two injury levels; Light and Heavy. When a Raptor fails a physical combat check by 5 or more, they take an Injury. A Raptor can take 3 Light hits or 2 Heavy Hits.

A character that has 3 light hits or 2 heavy hits that fails a physical attack is either dead or incapacitated depending on the intention of the attacker.

Characters Heal 1 Light Injury after a Scene. 1 Heavy becomes 1 Light at the end of a scene.

## ABILITIES

Name	Description
Shiny Scales	Lower the DC of any Charm Check by 3
Didn't Know They Were There	Lower the DC of a Stealth check by 3 to avoid being seen
Relentless	Gain 2 Claw Tokens when you fail a check
Escape Artist	Lower the DC of a check for escaping restraints or imprisonment.
Inspiring	Each time you succeed at a check, an ally of your choice receives a Claw Token
Lucky	Spend 2 Claw tokens to reroll any check.
Skilled	-1 to DCs for Chosen Stat
Experienced	-3 to DCs for the Chosen Stat (Replaces Skilled)
Master	-5 to the DCs for the Chosen Stat (Replaces Experienced)
Nerves of Steel	Spend Claw Tokens to treat a snap decision as a Prepared Action
Rebellious	Lower the DC of a Charm check by 3 when dealing with authority figures
Hard to Read	Can substitute Grit for Charm when trying to hide emotions
Door Handle	Spend 2 Claw tokens to just happen to find something that would be helpful to you in the scene.
Protector	Lower the DC of a Check by 3 when defending your friends
Quick Healing	Recover 1 Heavy or 2 Light Injury at the end of an encounter.
Resilient	Claw Tokens are worth double when used to boost against a physical attack that targets you.
Clever Girl	Increase the die type for one stat by one for the purpose of halving
Grit	Lower the DC of a Grit Check by 3 when resisting a Fight Check
Astonishing Jumpers	Lower the DC of Flight checks when making a Jump that could injure you.
Neck Snapper	Roll a Fight Check to Harmlessly incapacitate any opponent.
Taunting Roar	Lower the DC of a Charm check to Taunt an opponent to fight you instead of their target by 3.
Like a Razor	Lower the DC of a Fight roll by 3 against an opponent.
Intimidating	Lower the DC of a Charm check by 3 to Intimidate an opponent.
Social	Spend a Claw Token to locate help from other Dinosaurs
Intuitive	Spend a Claw Token to ask the GM about your surroundings, An NPC or the like. The GM must answer honestly.
Problem-Solving Intelligence	Lower the DC of a Brains roll by 3

## PACK TACTICS

Pack Tactics are abilities that are unlocked for purchase once all of the players reach a higher die type. It doesn't matter which Stat the players have reached it in, just that they reached it. Pack Tactics cost 6 Claw tokens for an individual or 12 for the entire group.

Name	Die Needed	Description
Tough	D10	Roll a Grit check on someone else's behalf. (Once per Scene)
Stat	D10	Lend a Packmate a Stat Die. (Once per Scene)
Shadow	D10	Add your Charm Die to your Stealth Die (Once per Scene)
Peacemaker	D10	Roll a Charm in response to the first attack of an encounter to dissuade an opponent.
Injury Advantage	D10	Roll twice on the first roll after an injury, take better roll.
Clever	D10	Spend a Claw token to increase your Brains die by one for this roll. (If you explode, you take the new die)
From the Sides	D12	In a Scene where at least half the group (Rounded up) uses a different Stat, reduce the range to blow up by 1. (Minimum 3 Raptors)
Working Together	D12	Two Raptors can roll the same Stat and add the totals together.
Group Call	D12	The Group can let out their best Raptor Call, and each gets 2 Claw Tokens. (Once per Scene)
Scrappy	D12	Defeating an opponent by more than 10 naturally gives you a Claw Token.
Genetically Perfect	D12	Treat a natural 1 as a Max roll (Once per Scene)
Substitute	D12	Reroll a failure with a Different Stat (Once per Scene)
Successful Failure	D12	Accept a Natural one to gain Claw Tokens equal to half the die's maximum value.
Track Plus	D20	On a Natural 20, restart that Stat track, now rolling a second die and taking the better result.
The Pack Improves	D20	On a Natural 20, Everybody at the table graduates all of their lowest die type up by one.