

Pet Extra Terrestrials

By D. Surin

“Mommy, Boo Boo just said a bad word!” Sally pouted while pointing down at me.

“Now, Sally, you know I don’t like it when you lie,” her mother gave her a pat on the head much like the ones she gives me, “You know dogs can’t talk. Now go play with your big brother.”

I watched Sally leave in a huff. Luckily, the big humans don’t take the smaller ones very seriously. This incident didn’t hinder the work I had set to accomplish, fortunately. With a mixture of household products and foodstuffs I think I have gathered enough materials to make the fuel we need to get out of here.

My name is Boo Boo and soon I’ll be home sweet home.

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Introduction

During the 1950s there were many reports of Unidentified Flying Objects or UFOs. Some people thought of them as hoaxes, and those who believed the sightings began to imagine what these beings actually looked like. Never would they ever think that these aliens would bear similarities to our most loyal and loving friends: our pets. From the planet Throna in the galaxy Ocla they came, those who called themselves Animalia.

These aliens – the Animalia - thought that the humans’ pets were enslaved Animalia and sought to rescue them. Unfortunately, when they arrived on Earth they quickly realized that these animals were not comrades, but rather just mundane Earth creatures. The Animalia turned back to go home, but particles in the atmosphere had strange effects on their fuel, rendering it inert after their extended stay. Without the means to go back home, the Animalia proceeded to blend in with the locals. Most of them agreed that humanity is not ready for the technological capabilities they possessed. It would be like giving Neanderthals the nuclear bomb.

Over time the Animalia continued their stay on Earth while attempting to complete personal objectives. Some have tried to return home - and succeeded. Others fell in love with the easygoing nature of just being a pet and considered it a form of retirement. While many decided to push humanity forward in technological advancement, the Animalia have thoughts they do not share with us. Remember the creation of the Internet? You should thank them for that, specifically Dirty the rat and Alfie the parakeet.

The Animalia appear as dogs, cats, birds, and various small mammals that are kept as human pets. The life span for these creatures exceeds those of normal pets. An example of this is a cat named Crème Puff who lived for 38 years. They are very intelligent and have various extraordinary abilities that normal animals do not due to their alien origin. Animalia hamsters, for example, may have the ability to focus the heat of their body into rays that emanate from their eyes. (Yes, some Animalia rodents have heat vision.)

Welcome to the world of Pet Extra Terrestrials, a simple RPG designed for quick and fun play. The rules are simple: create a character and complete a set of objectives!

Attributes

Character creation is partially random. A player rolls 2d6 three times and assigns scores to three attributes as they desire:

- Attitude
- Endurance
- Physical

There is a fourth attribute called Energy, which is determined by which animal you wish to play.

Attitude measures an animal's personality, appearance, and ability to lead. An animal with a high attitude score is more able to persuade his human "owner" to give him things such as treats or toys. Attitude can also be used to get the owners attention, therefore allowing other animals to do their own tasks. Anything that involves acting is tied with attitude. Also, attitude plays a crucial role in tasks relating to intelligence. These tasks may include creating tools, mixing chemicals, and even military tactics.

Endurance determines an animal's ability to push them over the limit for an extended amount of time. For example, running for a very long time is a measure of endurance. Other feats of endurance could include holding one's breath or trying to stave away a sickness.

Energy is the mental reserves that an Animalia can use in a pinch when trying to complete a task. Unlike the other attributes, when you run out of Energy you must rest for at least three days to replenish your reserves. Perhaps this is the reason why some animals seem lazy sometimes.

Physical indicates the animal's ability to do physical tasks such as lifting, clawing, biting, and leaping. Anything that requires some kind of physical labor falls into this category, divided into feats of "strength" and "agility". Physical traits of the animal affect this attribute. For example, if one wishes to be a large dog such as a Saint Bernard their physical attribute may be higher than a Chihuahua-and will be geared towards strength. However, one does not need to be a large dog to have a high Physical score. Smaller animals could use the Physical attribute towards agility instead. This is up to the Game Master.

At character creation the player must choose whether their Physical stat will be geared towards strength or agility. The non-favored stat may be still be used, but the score is reduced by half (round down).

Example: The player chooses to play a Saint Bernard with a physical score of 10 and decides that the dog will rely on strength rather than agility. If the player wants to perform a feat of agility, such as climbing, instead of rolling 10d6 he/she should roll 5d6 instead.

Powers

Because of their alien origin, each Animalia has special powers. Birds, cats and dogs get two special powers while small mammals get 1d6+2. Each power requires the player to roll at least 1d6. Each individual power has four charges, and each charge adds 1d6 to the die roll. If at least one of the dice rolls an even number, the power succeeds. If no even numbers are rolled, then it fails and the creature has expended one use of that particular power. Rolling more dice increases the chances of an even number, but a charge is still spent for each odd number rolled- even if the power ultimately succeeded. Players can use their Energy to add d6s to a single charge if they want to. For example suppose a player expends two Energy to roll 3d6. The dice roll a 3, 5 and 6. The power succeeds because at least one even number was rolled, but two Energy are still spent because of the 3 and the 5.

Charges are fully replenished after at least ten hours of sleep in a 24-hour period.

A player may opt to take a specific power twice to receive twice as many charges for that particular power. If John, playing a ferret, takes the power *Sonic Burst*, he has four charges. But if he chooses to select *Sonic Burst* twice, he then has eight charges.

Powers List

Water meld - The Animalia has the ability to meld with water, becoming one with it. He/she may travel with it for up to 10 minutes. The Animalia can also use the ability to direct water flow.

Acid Spit - This aggressive power enables an Animalia to spit an acid so strong it can eat through metal. Each successful (even-numbered roll) charge spent counts as a hit against an opponent.

Teleportation - As long as the teleport destination is in the line of sight, the Animalia may teleport up to 50' away in any direction (including up).

Shape Shifter - This powerful ability allows an Animalia to change its form into any similarly-sized creature. Impersonation of a specific creature is possible so long as the Animalia knows the creature personally.

Electro Wave - Electricity shoots from the paws or eyes (player's choice). Roll 1d6 per charge spent. Each successful (even-numbered roll) charge spent counts as a hit against an opponent.

Sonic Burst - An Animalia with this power can shoot a sonic burst up to 50' away, harming his/her opponents and damaging objects, including some windows. Each successful (even-numbered roll) charge spent counts as a hit against an opponent.

Heat Vision - Scorching rays exceeding 600 degrees Fahrenheit shoot out of the Animalia's eyes, burning targets and even setting them aflame. One successful charge (even-number) is a hit. Two even-number hit means the creature/object is set aflame.

Invisibility - Great for the stealthy Animalia, he/she may turn invisible for up to 10 minutes per charge spent. Any items carried by the creature turn invisible as well.

Ice Breath - The Animalia can a cone of uber-cold frost over medium-sized creature or object. This may be useful for making the ground slick or for damaging a creature with Frostbite. Each successful (even-numbered roll) charge spent counts as a hit against an opponent

Mechano-Link – The amazing ability allows an Animalia to interface with any computer or mechanical machine for up to 3 minutes. This may be used to obtain data or even control the machine.

Telekinesis - By using telekinesis, the Animalia can move objects as far away as 10 feet and as heavy as 20 pounds – with his/her mind! Spend a second charge to double the range and weight limit.

Pyrokinesis - The Animalia has the ability to start and control fires! Spend a charge to target a creature/object, spend a second charge (if desired) to enlarge or extinguish the fire.

Animal Descriptions

Bird

Who would have thought that the descendants of dinosaurs are these feathered creatures? Their intelligence astounds human scientists. The Animalia birds are no different. The intellect of these creatures surpasses the rest of the Animalia. Most Animalia birds tend to be parakeets, doves, finches, parrots, and cockatiels. But no matter what type of bird, as the human saying goes, “Birds of a feather flock together”. Animalia birds tend to stick with other Animalia birds and not the Animalia cats, dogs, and rodents.

To play a bird one must have an Attitude score of 8 or greater. Known for agility and flight speed rather than brute strength, their Physical attribute cannot exceed 6. Even with clipped wings Animalia birds can still fly and hide the fact from their “owners” very well.

- **Attitude:** 8 or higher
- **Endurance:** any
- **Energy:** 6
- **Physical:** 6 or less

Cat

Known on Earth as *Felis catus*, or ‘house cat’, this animal has been a companion to humans for as long as 9,500 years. When the Animalia landed on Earth the feline-like portion of them immediately took off to study their brothers in likeness. To their surprise the Earth cats acted very similar to them except without the superior intellect. It was an easy task to assume the role of house pet and cunning predator of small creatures.

In order to play a cat, a Physical score of 5 or higher is required, but may not exceed 8. Due to their small size, a cats’ physical modifier is used for agility and not strength. Their attitude score must be 6 or greater. Cats make good spies and saboteurs, but since their personalities are so varied cats they do not need to be played this way.

- **Attitude:** 6 or higher
- **Endurance:** any
- **Energy:** 5
- **Physical:** 5-8

Dog

“Man’s best friend” is one of the most varied of the Animalia. The domesticated dog has a long history of being both friend and hunting ally to humanity. After landing on Earth, these alien dogs easily fit into this role. Of all of Animalia, dogs are the most variable. Their size can range anywhere from 4 to 32 inches from the ground up. Dogs are considered the jack-of-all-trades back on Throna.

The physical score of a dog must be at least 3 or greater. As stated previously dogs can be good at anything.

- **Attitude:** any
- **Endurance:** any
- **Energy:** 5
- **Physical:** 3 or greater

Small Mammals

The small mammals category consists of, but is not limited to, rats, mice, hamsters, ferrets, rabbits, and guinea pigs. These small creatures are a little different from the rest of their kind. These beings compensate for their small size and reduced physical capabilities with extraordinary powers beyond that of other Animalia.

In order to play a small mammal you must possess a physical score of 3 or lower. All of these creatures possess higher energy than their fellows.

- **Attitude:** any
- **Endurance:** any
- **Energy:** 8
- **Physical:** 3 or lower

Playing the game

The game is played with a mixture of six-sided dice and old-fashioned role-playing. The number of dice rolled depends on the stat being used to complete a task. Roll and count up the *even* numbers that show up on the dice. Even numbers represent successes. For example, say Mitten the cat wants leap from the fridge to a high shelf while carrying the chemicals she needs to obtain. The game master sets the check for 2 successes. Her Physical attribute score is 4, she then rolls 4d6. If the player chooses he/she may also expend additional energy to add dice to the roll. Example: Mittens really needs that chemical on the shelf. She has an Energy score of 5. She will expend 2 Energy towards that skill check, leaving her with 3 Energy remaining – but now rolls 6d6.

The Game Master sets the difficulty level:

- Easy- 2 successes
- Medium- 4 successes
- Hard- 6 or more

An Animalia have five “statuses”. These statuses do not affect game play and are intended to add flavor to the game- except for the fifth status: “missing”.

- **Healthy** - Normal Condition.
- **Hurt** - Not great, but can still assist.
- **Injured** - Very hurt and in much pain.
- **Crippled** - Can barely move or help.
- **Missing** (could be dead, could be dog-napped, who knows?) - Cannot help or participate until found or recovered.

Animalia will usually try to avoid combat with humans if possible. During combat, successful blow dealt to the Animalia will lower the character’s status by one.

How the Game is played

Prior to the game, the Game Master will decide on a scenario including a set of objectives for the players to complete. The players may use their abilities and powers to overcome the many obstacles that may impede them. If the player is not sure how to overcome a situation, the game master can offer suggestions. Also, if the player is confused about whether an ability/power would be appropriate in a certain situation, the Game Master can be consulted. There are times where a player may have to explain or clarify why they are using a particular ability. The Game Master has the final say in these situations.

The length of game is up to the Game Master and players. It can be as short as 30 minutes for a brief scenario, or it can be an evening of puzzles and fun.

Below is an example of how the game can be played:

Set in a suburban neighborhood, a group of Animalia have decide to head back to their home world. In order to accomplish this, they need to collect four ingredients to make fuel for their spaceship:

- ammonium
- orange juice
- baking soda
- vinegar

The setting: Suburban Neighborhood

The players:

John is playing a Black-Footed Ferret named "Basil":

- Attitude: 7
- Endurance: 5
- Energy: 8
- Physical: 3
- Powers: *Teleportation, Telekinesis, Acid Spit, Invisibility*

Brian is playing a Maine Coon cat named "Rugby":

- Attitude: 10
- Endurance: 6
- Energy: 5
- Physical: 8
- Powers: *Pyrokinesis, Sonic Burst*

Kim is playing Beagle (dog) named "Sunny":

- Attitude: 7
- Endurance: 9
- Energy: 6
- Physical: 6
- Powers: *Water Meld, Ice Breathe*

Lee is playing a Yellow Canary (bird) named Peapod:

- Attitude: 11
- Endurance: 4
- Energy: 6
- Physical: 4
- Powers: *Mechano-Link, Heat Vision*

Sample Game Session

Jerry (Game Master): Peapod successfully escaped from his cage using his heat vision. Now, Sunny, what do you want to do?

Kim (Sunny): Sunny is going try to push the slide door open using her full weight against the door. What attribute should I use for that?

Jerry: Make it a Physical roll geared towards strength. I forget- is Sunny strength or agility based?

Kim: Sunny is strength based so what do I roll?

Jerry: Your Physical is 6, so you will roll six dice. Please roll 6d6 then and count up the number of even numbers that show up. This is should be an easy roll.

Kim: *rolls dice: 2, 2, 3, 5, 5, 6 * I rolled three even numbers.

Jerry: Excellent! Sunny is able to push the door with little effort and is now outside. Basil is in the kitchen looking up at the high shelves.

John (Basil): What do I see on the shelves?

Jerry: From your vantage point you see flour, cinnamon, a spilled bag of cornmeal and some baking soda.

John: How high up is the shelf? Can I teleport next to the baking soda?

Jerry: It is about 5 feet up and yes you are able to see the spot next to the baking soda. Would you like to use any Energy? If not roll 1d6.

John: I think I'm okay. * rolls dice: 3* Oh no it's a 3.

Jerry: Ouch you try to concentrate to channel your energy to teleport and nothing happens. Suddenly you hear footsteps coming down the stairs.

Brian (Rugby): I want to telepathically tell Basil "Our owner is coming downstairs. I'm going to try to buy you some time so you can hide". Jerry, I want to act like I'm sick. I'm going to use my Attitude for this.

Jerry: That's fine. Your owner approaches you and is about to pet you. Please roll 10d6 because your Attitude is 10.

Brian: * rolls dice: 1, 1, 1, 2, 3, 4, 4, 5, 6, 6* That's six even numbers. I want to like start yowling and move into fetal position.

Jerry: Okay, your owner comes to you and picks you up. She cuddles and asks you "What's wrong Rug Bug? I'm going to call the vet to see if we can get you an appointment today."

Brian: Uh oh, um, I need a second to think.

John: Using Rugby's distraction I am going to open the cabinet with my *telekinesis* and hop in. I'm going to use 2 Energy on this.

Jerry: Sounds good. Roll 3d6 please since your using Energy to add dice

John: * rolls dice: 1, 3, 4 * Yes, I got a 4.

Jerry: You hop in just as you hear anxious footsteps coming downstairs.

John: I want to peak through the slit under the door.

Jerry: As you see your own enter the kitchen, he holds a cat carrier with Rugby inside.

Brian: Ugh...

Random Tables (Optional)

Random Distractions

1. Owner picks you up
2. Insect/Moth
3. Doorbell
4. Noise (see “Random Noises” table)
5. Toy toss
6. Catnip

Random Threats

1. Cat carrier/Leash
2. Owner scolding (see “Random Blame” table)
3. Loud noise (see “Random Noises” table)
4. Other pet
5. Owner comes home
6. Wild animal (see “Random Wild Animals” table)

Random Noises

1. Hear your name called
2. Doorbell
3. Other pet
4. Wild animal
5. Car sound
6. Opening bag/can of food

Random Wild Animals

1. Snake, venomous
2. Snake, non-venomous
3. Squirrel
4. Coyote/Fox
5. Rabbit
6. Skunk

Random Blame

1. Cabinet/drawer left open
2. Human food nibbled on
3. Food/water all over the floor
4. Homework eaten
5. Pet smell
6. Damaged furniture

Random Goals

1. Obtain ingredients/parts
2. Rescue fellow Animalia
3. Find information
4. Protect human owner
5. Sneak/stealth
6. Break out of captivity

