
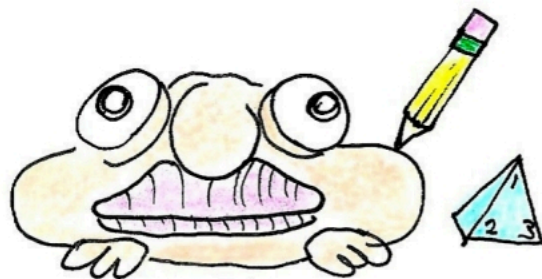


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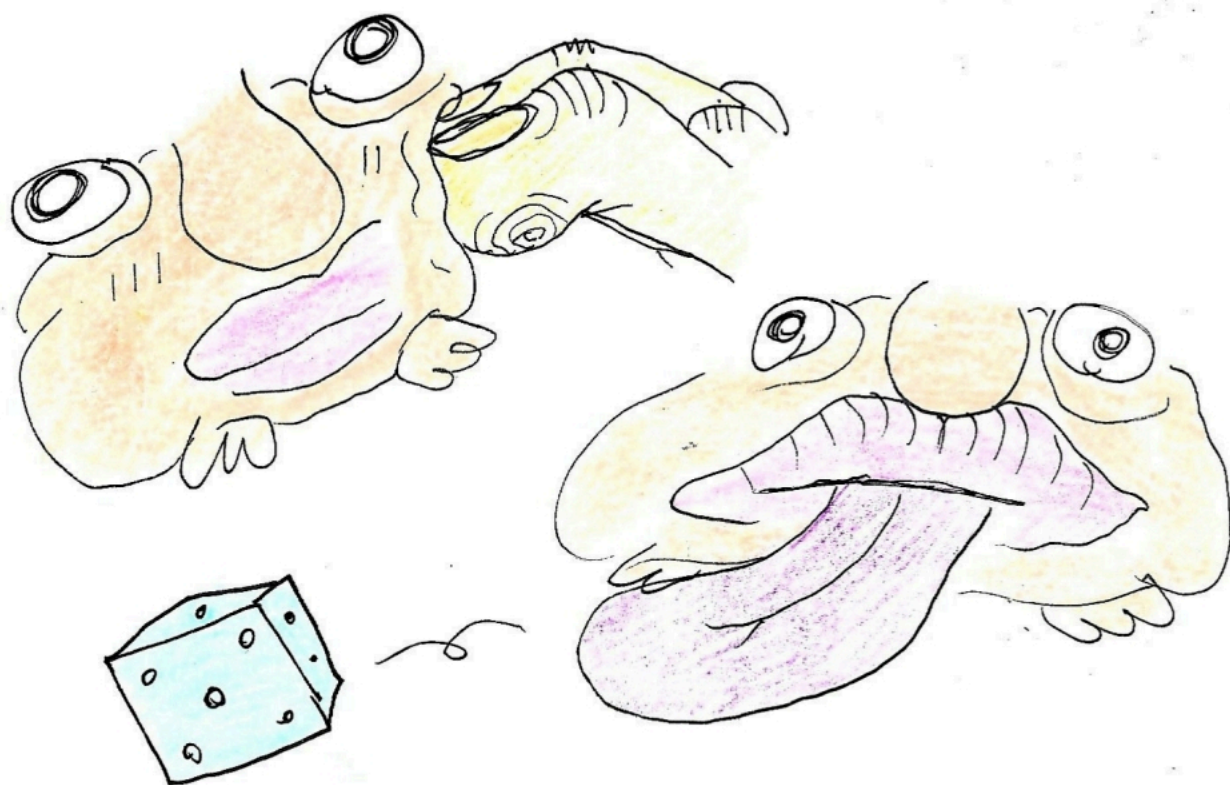
 or Teaspoon is a solo play tabletop pet simulator created to improve your hobby skills and creature muscles.

This system asks you to create or generate a creature, then build a space for them to inhabit.

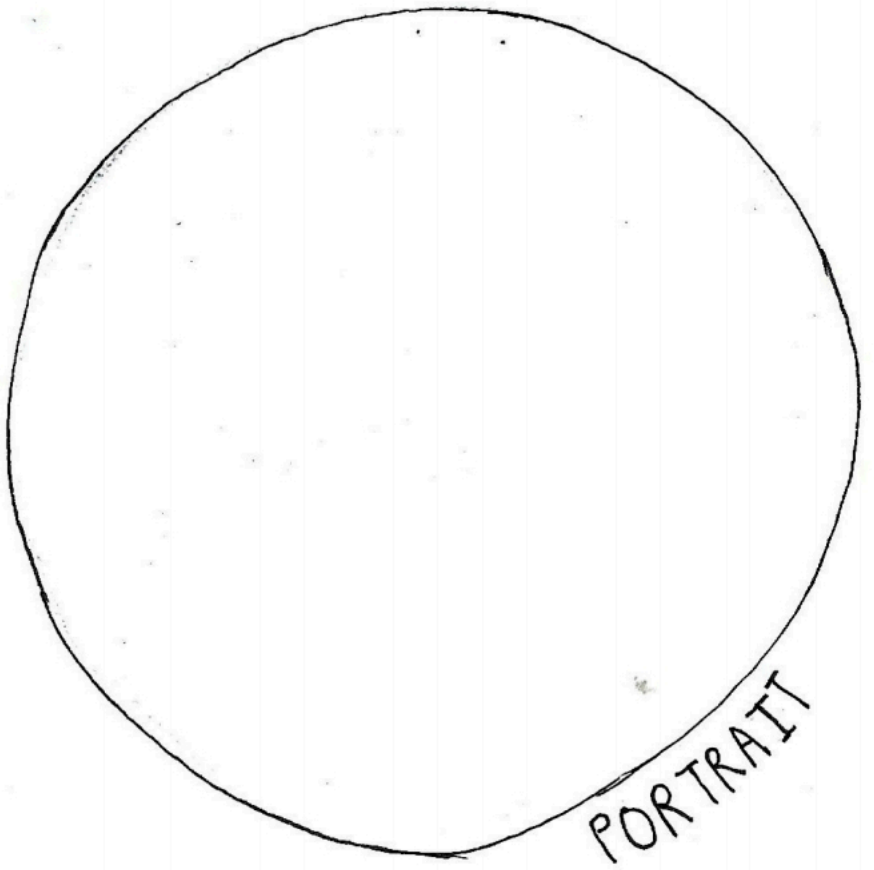


To play this game, you'll need dice, a writing tool, and crafting supplies of your choice.

The biggest hurdle for you to overcome is understanding my handwriting! If you stop having fun, please stop playing this game immediately. This game requires you to log your play in a diary/journal and monitor "darkies" to take care of your pets, please don't cheat. Although there's nothing I can do to stop you!



name:
 type:
 diet:
 HEALTH &
 HUNGER &
 AESTHETICS:
 MAGIC:
 INTELLIGENCE:

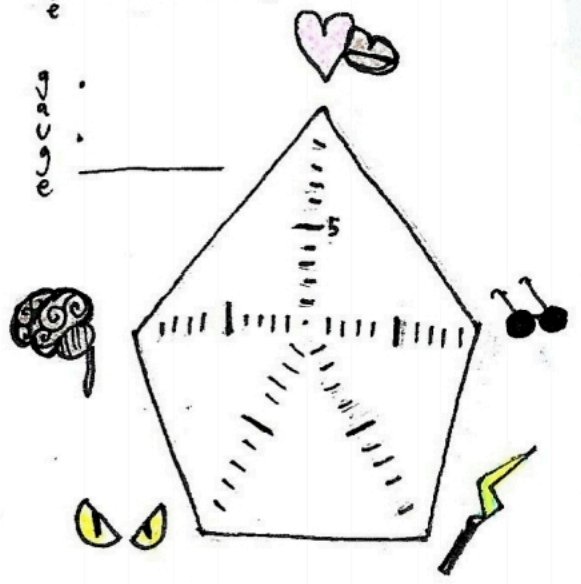
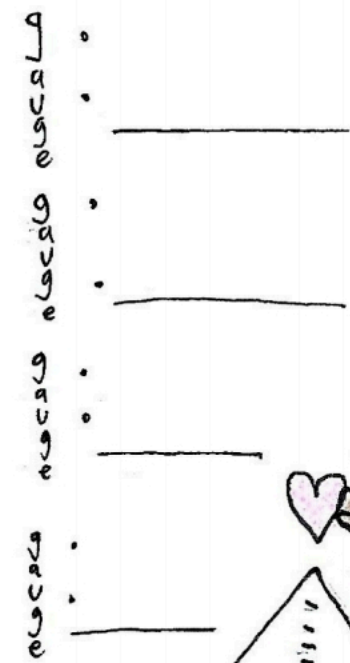
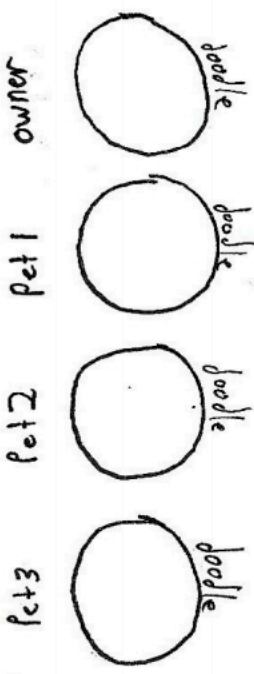


DANGER:
 nature:

METERS ↓
 HEALTH _____
 HUNGER _____
 HYGIENE _____
 HAPPINESS _____

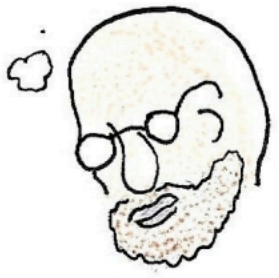
details/wearing

RELATIONSHIPS!











Creating a Creature

There are also ways to get plant and fungi pets

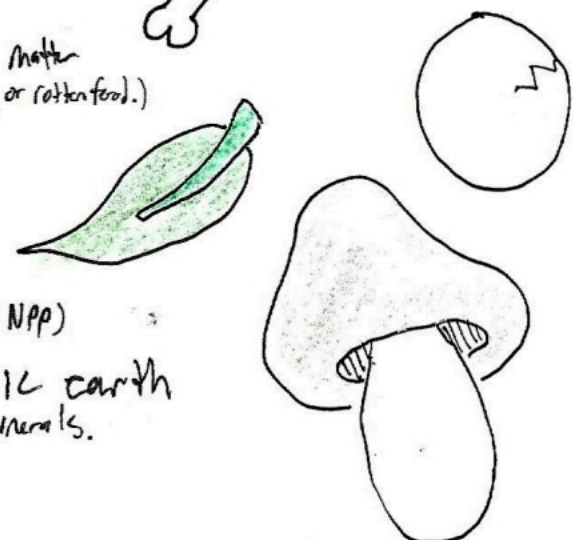
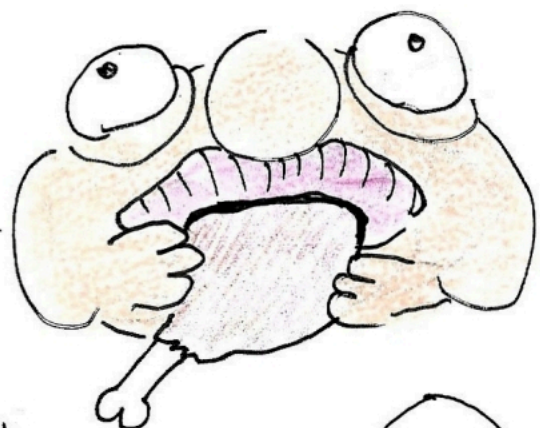


First, choose or generate a creature type.

- 1  Insect: -d4 HP, -d4 Int, choice of +d4 Danger or Aesthetics
- 2  Crustacean: Requires water source, +d4 Hunger, -d4 Int, -1d4 friendship rolls
- 3  Reptilian: Requires Heat source, +d4 danger, +d4 Aesthetics
- 4  Mammalian: Fuzzy! +d4 aesthetics and +1d4 friendship rolls
- 5  Avian: Can Fly, +d4 Aesthetics, -d4 HP, +d4 Int. Needs perch
- 6  Amphibian: Requires water source, +d4 Hunger/HP, -d4 Int
- 7  Inorganic: +d4 Magic. May not require food to function (you don't need to roll a diet).
- 8  Mollusc/Aquatic: Requires water source, choice of d4 bonus

Next, choose or generate a diet

- 1  Carnivore: Meat
- 2  Herbivore: plants (will attack plant pets)
- 3  Omnivore: meat + plants
- 4  Detritivore: decomposing matter (will eat dead pets, dead worms, or rotten food.)
- 5  Ovivore: eggs (will eat pet eggs!)
- 6  Sanguivore: blood (+d3 to hunger when attacks Vermin or NPP)
- 7  Geophagia: inorganic earth rocks, minerals.
- 8  Coprophagy: poopies
- 9  Fungivore: fungus (will attack fungi pets)
- 10  Manavore: magic energy absorbed



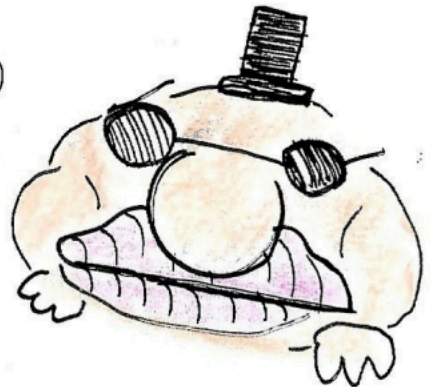
stats

Cap at 10. Min of 1. HP min 2.

- ♥ HP/Hunger: Amount of health and size of stomach. This is one stat.
- 👁️ Aesthetics: Inherent visual appeal. Raises performance and Mate chance
- ⚡ Magic: Potency of Magic. Raises usefulness as familiar
- 🧠 Int: Smarts. Raises chance to learn new tricks
- 🗨️ Danger: Aggression to others. Lessens friendliness and may attack others

Natures (these adjust the above stat role or give unique trait.)

1. Violent: +d4 aggression (danger stat)
2. Anxious: cannot compete. -1 to friendship rolls
3. Glutton: eats double the food (half nutrition gained)
4. Independent: Happiness +1 p. day if alone, -1 if not
5. Hardy: +d4 HP
6. Delicate: -d4 HP
7. Social: Happiness +1 p. day with other pets, -1 if not
8. Peckish: Eats half the food (double gained nutrition).
9. Sweet: +1 to friendship rolls, +1 to comfort
10. Calm: -d4 aggression
11. Magical: +d4 magic
12. Cute/cool: +d4 aesthetics



Roll 1d8 for each of the 5 stats

Roll or generate a creature, its diet, and nature

Modify stats if necessary. Choose or generate keywords/attributes

Each creature has some meters, represented by dice on Pet sheet
these meters fluctuate day by day! Make sure to monitor them

The meters are:

Health: How hurt your pet is. If falls below 0... dead.



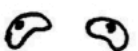
Hygiene: How clean your pet is! Dirty pets may get sick.



Hunger: How Hungry your pet is. Hungry pets take damage and are sad



Happiness: How happy your pet is. A sad pet may run away.



Your pet begins with 5/10 happiness, 10/10 hygiene, and Health/Hunger each equal to their Stat. (Four separate scales)

HAPPY



HYGIENE



HEALTH



HUNGER





Keep track of Health, Hygiene, Happiness, and Hunger with four separate d10s on your pet sheet or somewhere close.

You may purchase additional pets for 150 \$ each (as adults).

Pets that share a home interact every day. Each pet has a separate d12 to represent their relationship level with each other. Roll on the interaction table (d20) then apply modifier due to danger. Adjust this value by adding current friendship bonus.

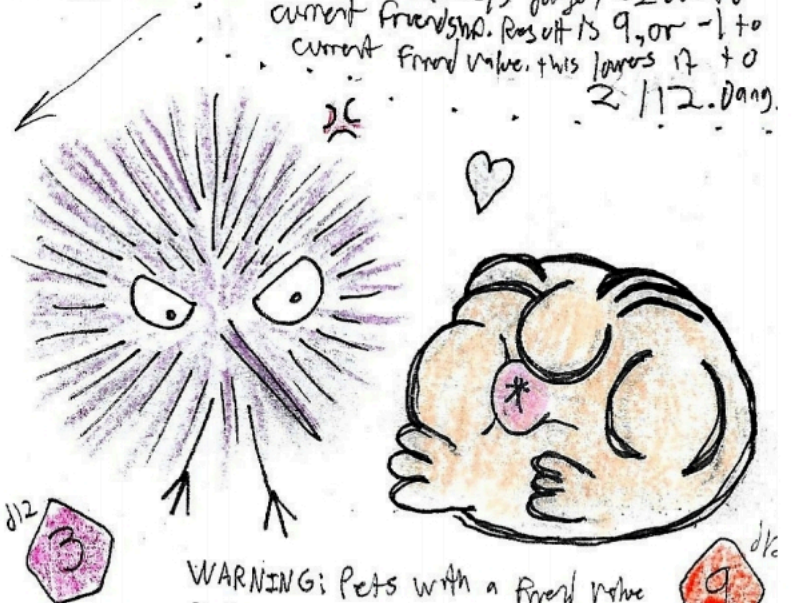
Danger	Interaction (d20)
1-2	+2
3-4	no adjustment
5-6	-2
7-8	-4
9-10	-6

Current Friend Value	adjustment
0-2	-4
3-4	-2
5-6	+0
7-8	+2
9-10	+4
11-12	+6

For Example
 • Pokey  has a danger of 6. Smooth-head  has a danger of 2. Pokey's current friend value with smooth-head is 3/12. Smooth-head's friend value with pokey is 9/12. Pokey interacts with Smooth-head, rolling a d20. Result is a 13. This is modified -2 due to pokey's danger, -2 due to current friendship. Result is 9, or -1 to current friend value. This leaves it +0 2/12. Dang.

Result Friend level Change

-10-0	-3
1-5	-2
6-9	-1
10-13	+1
14-18	+2
19-28	+3



WARNING: Pets with a friend value of 4 or less with another pet attack. Roll under Danger to see if damage is dealt.

Attributes, roll, choose, or invent! or not!

Other

1. Scales
2. Slime/oil
3. Whiskers
4. Fuzzy
5. Antenna
6. horns
7. Blubber
8. Shrunken part
9. Camouflage
10. Claws/pincher

11. shell
12. Gills
13. Long Hair
14. Patch
15. Spines/stinger
16. asymmetric
17. oversized part
18. Feathers
19. Venom/poison
20. socialized

Eyes

1. oversized/bulging
2. Panscopic
3. compound
4. multiple
5. none
6. eyespots
7. human
8. cyclops
9. eye stalks
10. Under sized

Mouth

1. Gaping
2. Proboscis
3. No teeth
4. long tongue
5. large cheeks
6. tusks
7. Pinchers
8. beak
9. Forked tongue
10. Fangs
11. many teeth
12. tiny

Nose

1. none
2. Sharp
3. Snout
4. holes
5. Mini
6. long
7. Flat
8. Pinched
9. trunk
10. Big

Limbs #

1. 2
2. 3
3. 4
4. 5
5. 6
6. 0
7. Lots
8. 1

Ears

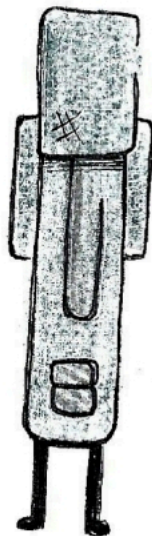
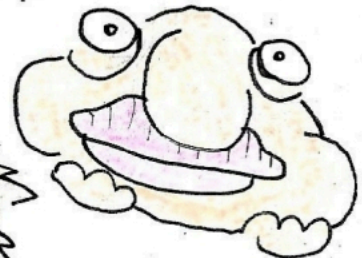
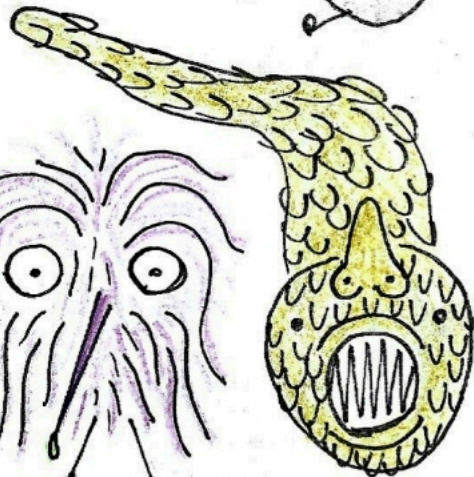
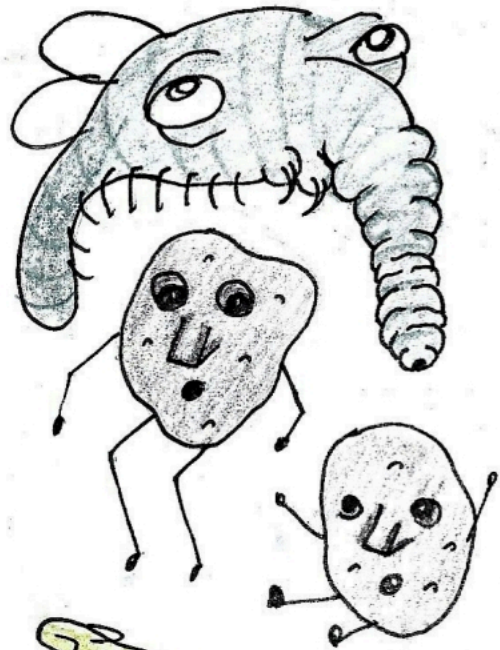
1. floppy
2. none
3. holes
4. average
5. sensitive
6. tiny

Limb description

1. long
2. Short
3. average
4. tentacles

Bonus limb?

- corn flip,
heads: no
tails: yeah



Habitats / Home (you may own multiple enclosures, and move things between them freely!)


Your first home is free. Moving afterwards costs happiness of pets

(-6) and 500\$. All homes have pros and cons. Adding a new enclosure costs 500\$

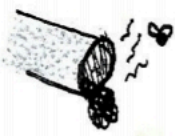
Choose, roll, or create your own!

All homes begin 3'x3', however you may upgrade, adding 3'x3' for 300\$ to a maximum size of 12' by 12'

You may begin with a house of any size at no cost.

11. Living + courts of a huge pet - vermin (1/6)  if dies... Boneyard 2 at 6/6 vermin 3/6

- 1. Sewer or Swamp
 - + Water
 - vermin (4/6)
 - 1 hygiene p. day



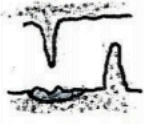
- 2. Field or Prairie
 - + 1 happy p. day
 - + plant (3/6)



- 3. Cage / Terrarium
 - 1 happy p. day
 - + water source + 1 lit box



- 4. Subterranean or Cave
 - + Water (?)
 - Vermin (1/6)



- 5. Urban or City
 - + scavenged food (2/6)
 - Vermin (4/6)



- 6. Jungle Trees or Canopy
 - If Insect or Avian... +1 danger or happy p. day
 - + plant (5/6)



- 7. Mountain or Steppe
 - If mammal... +1 happy p. day



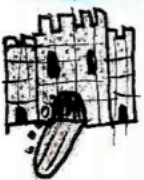
- 8. Tidepool or Beach
 - If crustacean... +1 happy p. day
 - + water source



- 9. Reef or Shipwreck
 - If mollusc / aquatic... +1 happy p. day
 - + water source



- 10. Castle or Apartment
 - +1 happy p. day



- 12. Cabin or Faerie Glen
 - +1 happy p. day + fungus (2/6)
 - +1 int or magic



- 13. Tavern or Brewery
 - vermin (2/6)
 - + food! (2/6)



- 14. Bathroom / Bathhouse
 - + water source
 - +1 hygiene p. day



- 15. Cafe
 - +1 happy p. day
 - +1 aesthetics



- 16. Garden or Park
 - + water source
 - vermin (1/6)
 - If amphibian... +1 happy p. day
 - + plant (4/6)



- 17. Wizard Study or Calm Library
 - +1 int and magic
 - + books or scrolls



- 18. Factory or Industrial
 - If inorganic... +1 happiness p. day



- 19. Snowglobe
 - if mammal... +1 happy p. day
 - very cold



- 20. Desert or Oasis
 - if reptile... +1 happy p. day
 - very hot!




What is Vermin?
 Vermin may have special traits.
 Some homes have a chance 1/6 to spawn vermin p. day.
 Vermin cause -1 hygiene p. day p. vermin. To remove vermin, either buy traps, hire an exterminator, or your pet may hunt/fight the vermin. Any vermin killed by your pet may be eaten if your pet's diet permits it. otherwise, you may remove the dead vermin as if it were a people.
 Roll a vermin species for your home by generating their types diet, health, and danger.
 Vermin have 2d4 hp and 2d4 danger. Max 8 vermin inhab. 2 or more vermin at end of day = 1/4 egg chance.


Actions:





Walk! You may also take your pet out of the home to poop, find stuff, and meet other pets.


You may interact with your pet through...

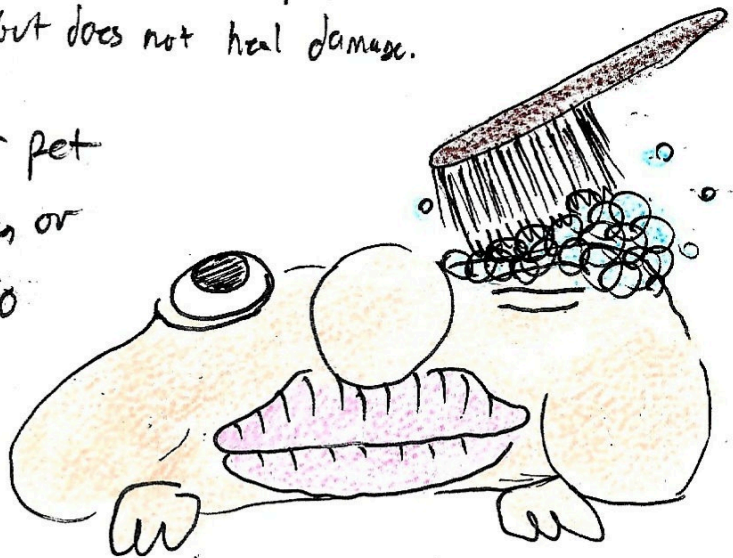
 **Petting!** You may pet your pet, this improves happiness by 1. Roll for friendship, aiming to exceed your pet's friendship value. If successful, increase your friendship value by 1. This test only occurs once per day due to petting. Dinosaur pets (≥ 7) cannot be pet.

 **Cleaning/brushing!** Feel free to emulate this using an unloaded brush to remove dust from your pet's model. Cleaning increases hygiene by d4. You may also remove poopies from the enclosure, this adds +1 to hygiene per poopie removed.

 **Feeding!** Purchase your pet food, then see if your pet eats. Roll ^{equal or} over the pet's hunger value (d10) to see if they eat, then add nutrition value of food to hunger state. Successful eating increases happiness by 2. This also improves friendship, roll to exceed friendship value, if successful, improve by 1. Food that isn't eaten should be removed by end of day or -d3 hygiene.

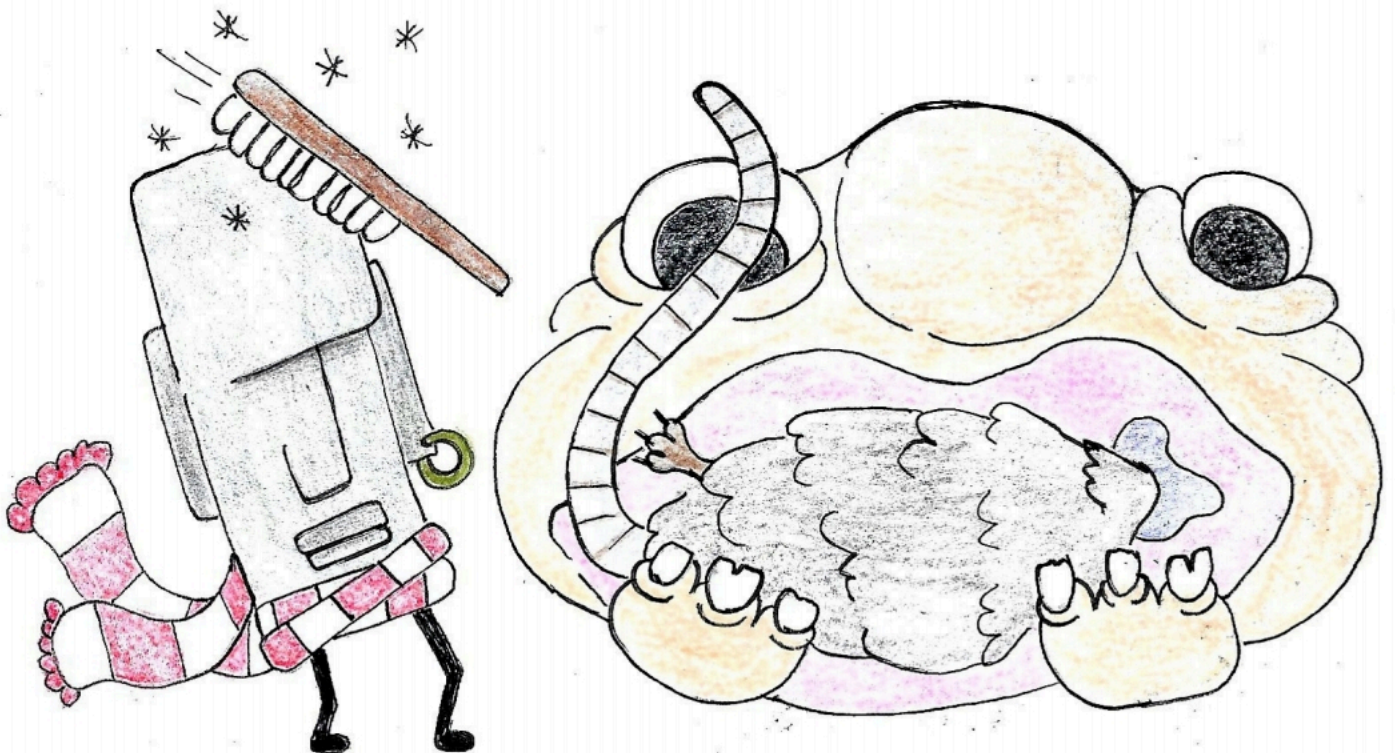
 **Healing!** Purchase your pet bandages or a shot to help them recover. Roll over HP (d10) to succeed. A shot cures illness rolling over HP (d20) but does not heal damage.

 **Compete!** Bring your pet to work, a pageant, or the pit. You may do this twice per week*. Don't forget Talent Shows!
*(per pet)

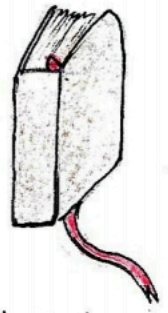


Dailies

1. Place Poopies randomly equal to a third of each Pet's Hunger/HP stat.
2. Move each pet randomly in enclosure.
3. Subtract hygiene, hunger, happiness for each pet. Roll for sick chance if needed.
 - 1 hygiene for each poopie and vermin (also if your home is naturally disgusting).
(litterbox poopies don't count!)
 - 2d4 to each pet's hunger. If pet ends day with 1 in hunger, takes d3 damage
 - 1d4 happiness per day to each pet.
 - +1 HP each day for injured pets (naturally healthy)
 - If hygiene is ≤ 3 , roll under HP to avoid that pet getting sick.
4. Roll for each pet's friendship with each other (Simulate what happened while you were away)
 - resolve combat if necessary.
5. Roll for Vermin chance if applicable.
 - Roll under each pet's danger to see if they fight vermin.
 - carnivores eat killed vermin (counts as meat)
6. Add $\text{\$}$ to funds for returns from work (25 $\text{\$}$) or for a weekly allowance (100 $\text{\$}$).
7. Repeat steps 1-6 for days unplayed (check Journal). Then, check each pet's happiness & hunger to see if runs away.
8. Interact with pets! buy stuff! decorate!
9. Adjust owner relationship with each pet. Roll for friendship.
adjust each pet's values, age, etc
10. Check if any pets lay an egg, become pregnant, or dies of old age.
- 11 Before leaving, Journal! Log the date (time too, if you want!)

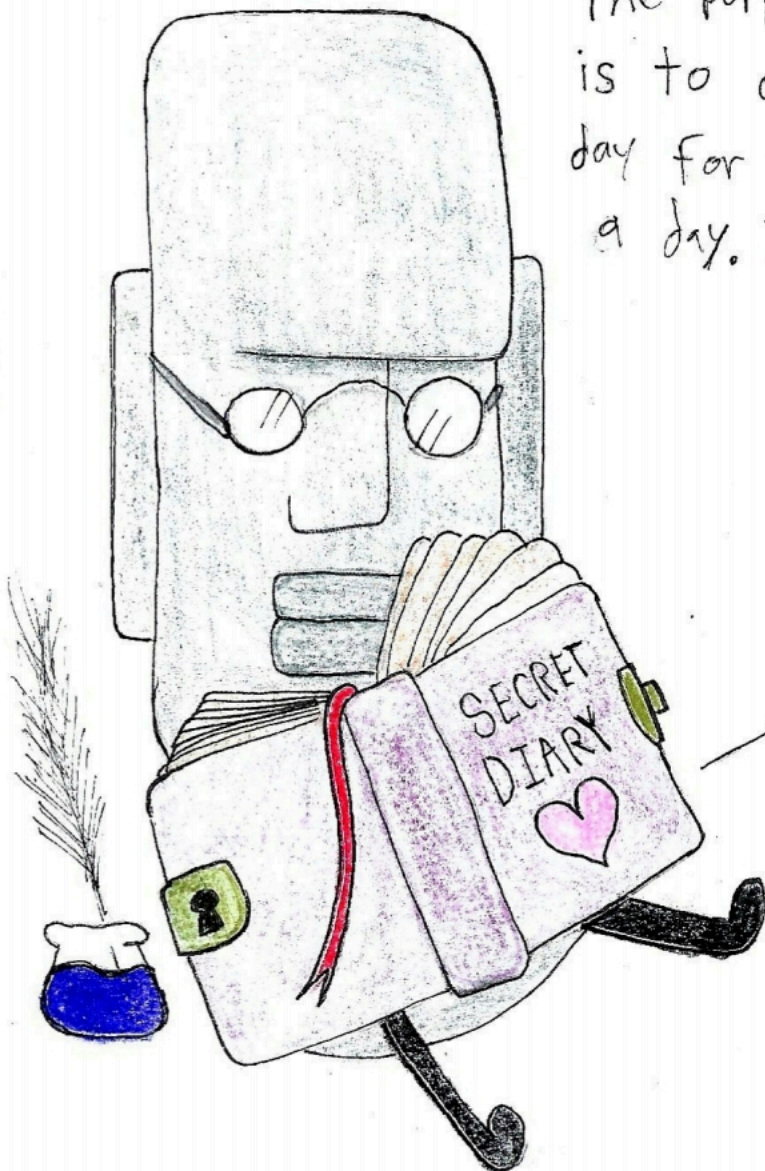


Daily Log / Diary / Journal



This game requires you to keep a daily log, detailing as much or as little as you'd like. Use a notebook, composition book, or something similar! Before you finish playing for the day, make an entry and date it. Feel free to doodle your pet! (If you are a person who "can't draw", please doodle anyway. Your best is enough.)

The purpose of a daily log is to document your last played day for you to reference if you miss a day. This holds you accountable!



3/1/23: Sat and thought
3/2/23: Sat and thought
3/3/23: Sat and thought
3/4/23: Sat and thought
3/5/23: Sat and thought
3/6/23: Sat and thought
3/7/23: Sat and thought

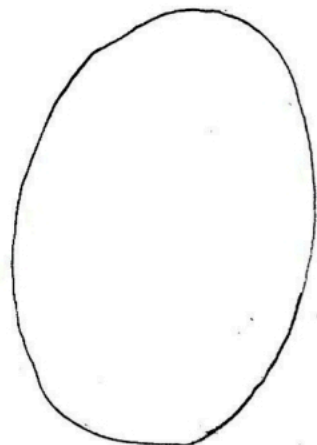
The Life Cycle

Eggs and Young: Some creature types lay eggs, others give live birth. Pregnancy lasts 4d8 days (roll once and note this on sheet). Eggs hatch in 3d10 days. Youth are pets within the first third of their maximum lifespan. You can keep track of use on their sheet. (Be careful, omnivores eat eggs left alone).

Reproduction: Pets that share a type are genetically compatible and may reproduce. If compatible pets both have a friendship value of 10/12 or more with each other, both pets roll under aesthetics once per day. If both succeed, pregnancy

is achieved. Mark this on pet sheet. The child shares traits from parents.

Old Folks: Most pets live about a year long. Feel free to randomly generate your pet's maximum age however you'd like. Elders are pets within the last third of their life. When a pet is an elder, roll 1d20 each day. On a 1, they pass away peacefully. A pet always dies at the end of their maximum lifespan.



Running Away and Abandonment

At the end of each day a pet has 1 Hunger and 1 happiness, roll under intelligence.

If successful, reduce 1d8 from your friendship value with that pet. If this reduces the value to 1, it runs away. Later!

A pet with 1 hunger at the end of the day takes d3 damage. This includes days you missed.

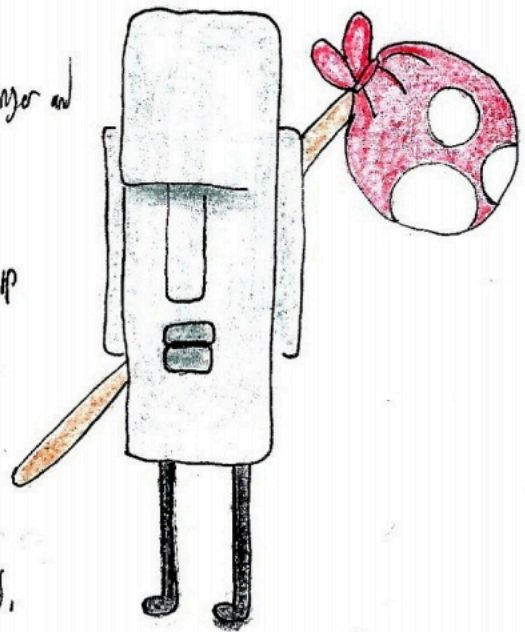
You may abandon a pet to a shelter anytime.

All shelters are no-kill shelters. Don't feel bad, your pet will be adopted by someone who will love them very much. I promise.

Sickness, Injury, and Death

A pet with hygiene less than 3 must roll under HP stat to avoid becoming ill. Sicknesses are healed the day after injected.

An injured pet heals 1 HP per day. Bandages may be used to speed up healing. A pet that would lose their last HP dies.



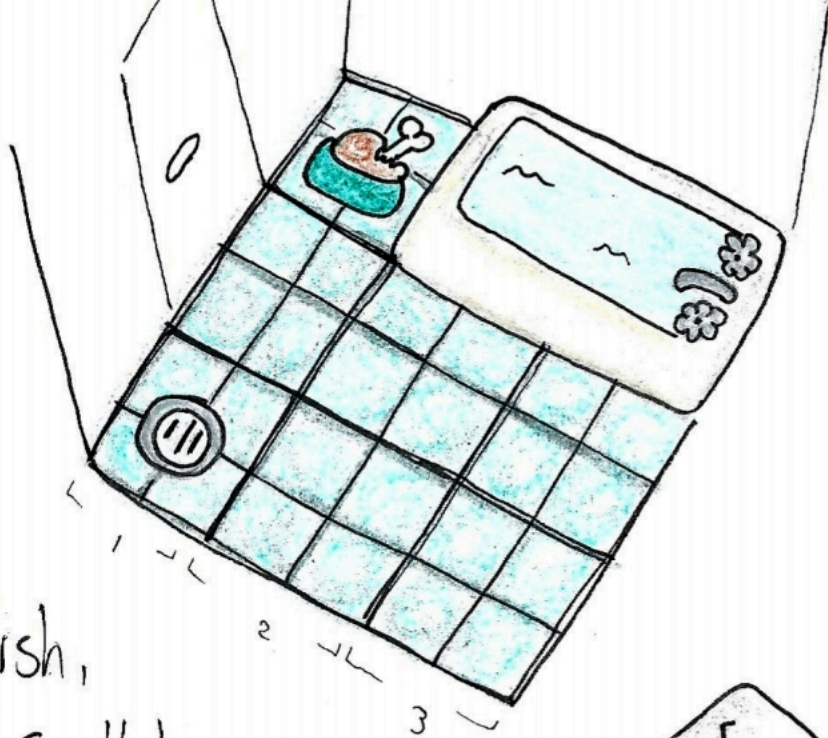
You may pay for a fancy burial, cremation, or ceremony at the shop.

Sicknesses

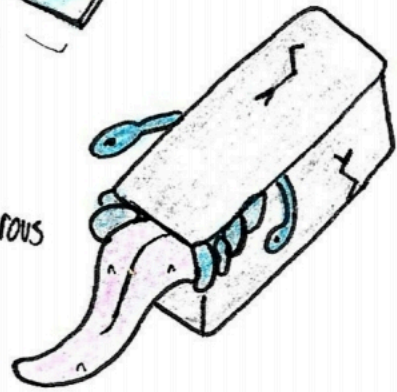
1. SPIRAL WORM: -3d4 Hunger rather than 2d4 p. day.
2. Purple Pox: 1d4 damage per day
3. Hairy Lung: Death in 1 week if left untreated
4. Fumin' Fever: -2 to each friendship p. day.

ENCLOSURE EXAMPLE

A small 3x3 bathroom-home featuring a food dish, water source, and small decoration.



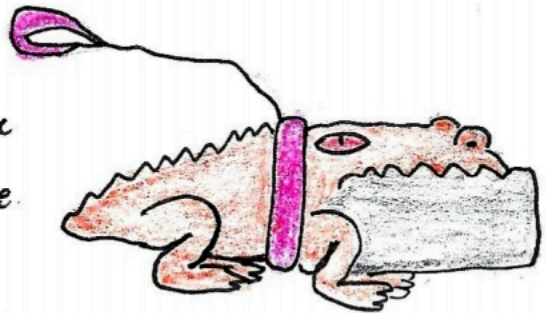
This pet is a "Sarcophamollusc", a carnivorous mollusc that hides in a coffin-like shell. They are dangerous, ugly, unintelligent, non-magical, but very hungry. They require a water source.



HEALTH 8, HUNGER 8, AESTHETICS: 2, MAGIC: 1, INT: 2, DANGER: 8

Taking Your Pet for a Walk!

If you have a collar and leash, you may remove a pet from its enclosure to bring it outside for a walk! Pets that take a walk do not poop the following day. Roll 1d3 events per walk. Then d6 p. event.



1-2: Encounter NPP, PP

3-5: dirt or litter, Random Item!

PP/NPP encounters
Both pets roll on danger to avoid fighting.
If no fight, +13 happiness. Roll PP.

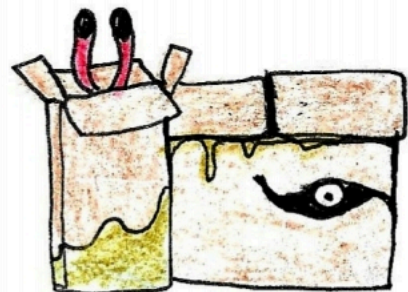


Litter and dirt



-1 hygiene
1/10 such choice

Item
1-2: Food
3-4 random from misc
5. random furniture
6. Abandoned youth pet

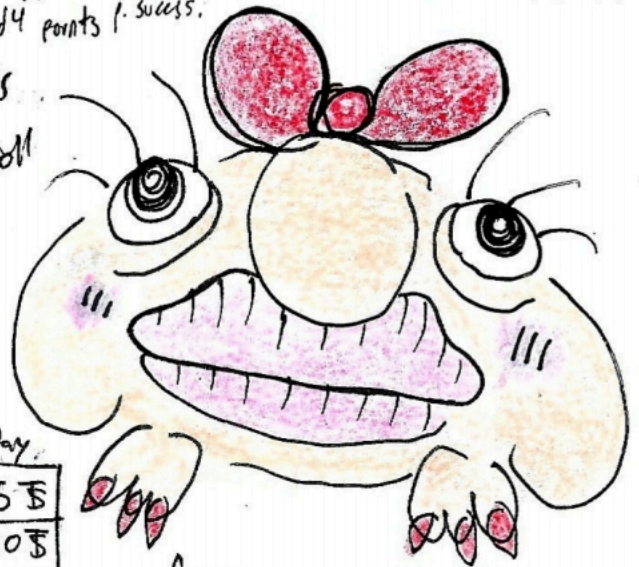


Pet Pageant

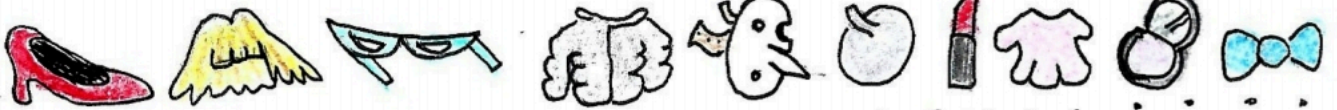
*To compete, each contestant rolls under Aesthetics 4 times, earning d3 points for each success. In the case of a tie, pay is split evenly. A roll of 10 always fails, but pets with 10 aesthetics earns d4 points for success.

The Pet Fancier Society enjoys hosting fashion shows! To compete roll competitor's types, Aesthetics, accessory, and # doodle them. See table. New pets start in Jasper league and climb.

league	# compete	Aesthetics	Wins needed	Pay
Jasper	2	d3	0	15\$
Citrine	3	d4	3	30\$
Quartz	4	d4+1	5	50\$
Agate	5	d6	10	75\$
Opal	6	d6+2	15	100\$
Sapphire	7	d8+1	20	150\$
Diamond	8	d10 (min 5)	30	300\$



- Accessory table
1. Bow/clip
 2. hat
 3. Sweater
 4. shoes
 5. Coat
 6. glasses
 7. dress/suit
 8. scarf
 9. Mask
 10. Make-up/wig



The Legal Pet Fight League hosts arena combat daily for pets. These fights often end in injury or even death. New entrants are considered Tier III. When competing, first generate a competitor. Roll a random type and diet.

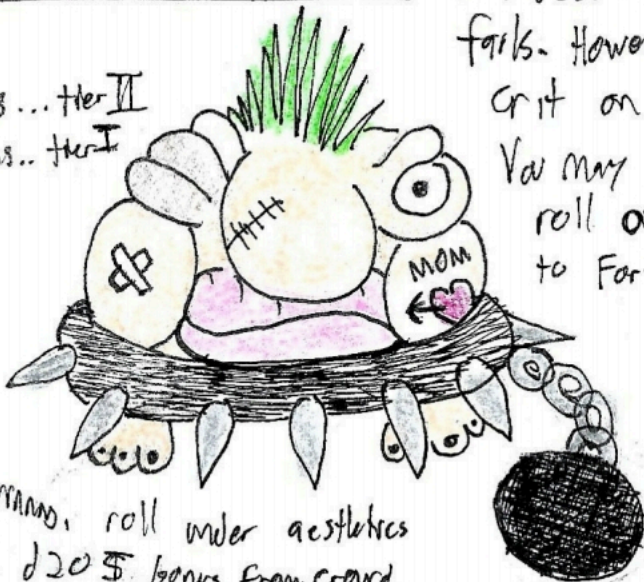
PET
PIT

Tier	HP and Danger	Pay at
III	d6 (3 min)	25\$
II	d8 (4 min)	50\$
I	d10 (5 min)	100\$

Then, roll for HP and Danger separately. To fight... The creature with higher danger attacks first. Attacker must roll under their danger value (d10) to succeed and deal damage. A roll of 10 always fails. However, Pets with a danger value of 10 crit on a roll of 1, dealing double damage.

You may forfeit at any time. Enemy pet loses roll over HP each turn when at half health to forfeit. Pets at 0 hp die.

A+
10 Wins... Tier II
20 Wins... Tier I



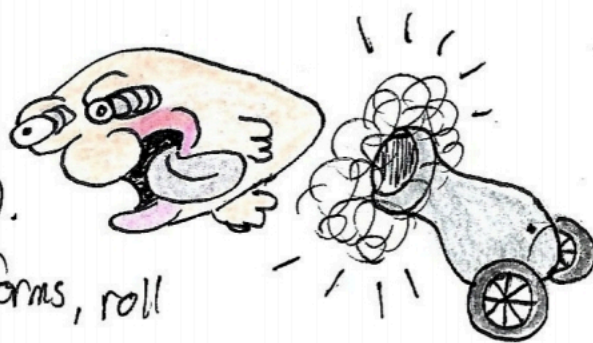
Also! After winning, roll under aesthetics for a d20\$ bonus from crowd.

Danger	Damage
0-1	0-1
2-4	1
5-7	1-2
8-9	1-3
10	1-4



Talent Show

A talent show always includes 1d8 + 2 competitors. Roll their Int (d10), type, and # of tricks known (d6).

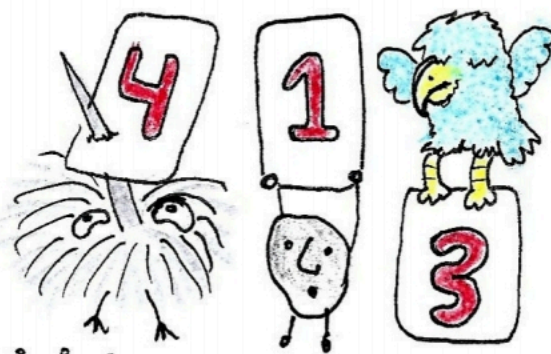


To see how well your pet performs, roll once per trick your pet knows. For each trick, roll under Int to Succeed (d10). Each consecutive trick receives a -1 cumulative to succeed. For each successful trick, roll 3d4 to earn points. Roll for opponents as well. The 4 highest scoring pets earn \$!

Place	Prize
4th	15\$
3rd	30\$
2nd	50\$
1st	100\$

Random tricks:

1. Sit
2. lie down
3. play dead
4. speak
5. walk
6. shake
7. spin
8. fetch
9. beg
10. acrobatics

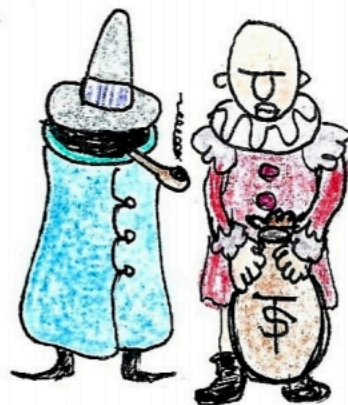


One may lend their pet to Familiar for Hire!
 a reputable magic-user for a day or two p.wk to assist in magical tasks. Each time a pet is working, it must be tested d10 times, roll under magic stat to see if successful. A roll of 10 always fails, however a roll of 2 counts as two successes for pets with 10 int. Unfortunately, wizards aren't known for their patience. Three fails and your pet is returned home. Each success earns the pet 5\$. Passing the entire workday earns your pet a 50\$ Bonus.



Some Wizards:

1. Zanzibar
2. Oswald
3. Gitterleaf
4. Polygonoid
5. Big-Hat
6. Ozymandus

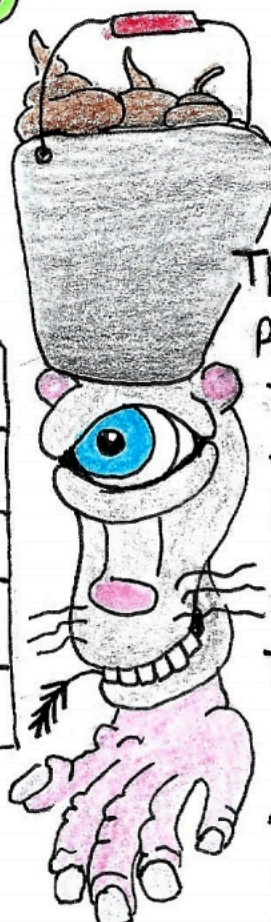




You don't need to live on a farm to harvest resources from your pets! Depending on your pet's type or attributes, decide if your pet has a renewable resource, and choose a category.

types	example	£ dice
poopies	people	d4
common	wool, spines, fruit	d10
uncommon	mucous, oil, scales, feathers	d12
rare	Intergenic fabricated product, magical essence	d20

Quality: Roll under pet's magic stat each harvest. If successful, mark this harvest as high quality, sells double price.



The public market is held once per week on Friday, all day and night. To sell your goods, first purchase a stall for 200 £. Decorate it however you want! You may sell the products you harvested or items you don't want anymore (at half price). To see who's at the market, roll 2d4. Use this number to determine the number of times you roll on the "peculiar p assembly" (PP) tables. To sell, choose a PP and roll under their friendliness, success means they purchase an item from you at random. You may buy their wares.

Grannies' BUNKER

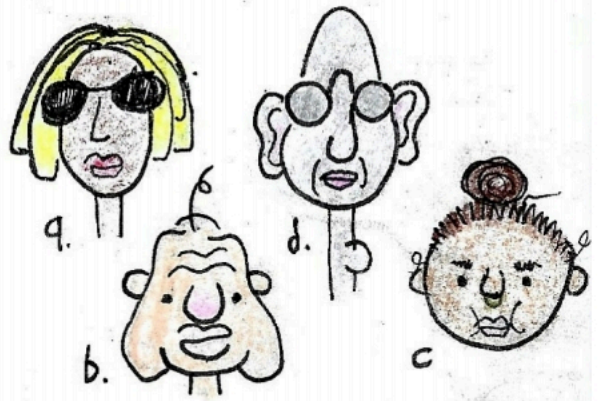
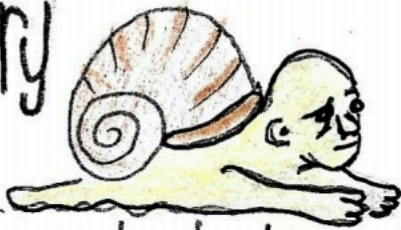
Going to be gone for a few days? Don't have time to care for your pets? Have too much £ and want to play this game by not playing the game? Grannies' bunker is the answer! Pets that stay at grannies' lose 2 friendships with their owner p. day, but are fully fed, cleaned, healed, and loved by grannie while you're away.

40 £ per pet per day fee. Pets who spend time together at grannies' gain 1 friendship with each other per day. Don't forget to roll pregnancy/egg checks if applicable p. day when you return! see you soon!

P.S. Granny does not charge for emergencies or mental health issues. Get well soon!



LABORATORY



You may hire egg heads to biologically modify your pet. Your options are chosen on the right.

This is RISKY. Science is not an exact science! Choose wisely. To succeed, three rolls must cumulatively ≥ 20 . You may roll under a Pets Magic stat to reroll a die.

a	J	SP d8	TM d10	analytical
		MU d20	SU d12	cautious
b	Olim	SP d20	TM d8	quiet
		MU d12	SU d10	wistful
c	Yaz	SP d10	TM d12	short temper
		MU d8	SU d20	money minded
d	Pokey	SP d12	TM d20	neurotic
		MU d10	SU d8	impulsive



SPLICIN

merge two pets into one, mixing their types together and adding their stats together. Very dangerous procedure.

IF < 20 , roll under each pet's HP stat, failure means death, success deals 6 damage. IF ≥ 30 , both pets remain and gain each other's type in addition to their own.



MUTATION

Choose an attribute table to give one pet new growth. IF < 20 , d4 damage and roll a random attribute from a different table instead. IF ≥ 30 , roll d3 attributes from chosen table.



TEMPORAL MANIPULATION

IF you choose a living pet...

IF < 20 , pet gets older (COAS)

IF ≥ 20 , choose pet's age. IF you choose a dead pet (must have remains) IF < 30 , remains disintegrate. IF ≥ 30 , resurrected as youth.



SURGERY

choose to bolster or prune a stat. IF ≥ 20 , success! add or remove d3 to stat. IF < 20 , failure, d3 damage and opposite d3 to chosen stat (HP min 2).

An operation requires 3 dice to attempt. Each egghead has a different speciality, and you may hire the same egghead multiple times per operation... for a price.

die	1	2	3
d8	50\$	100\$	125\$
d10	75\$	150\$	200\$
d12	100\$	225\$	350\$
d20	200\$	450\$	700\$

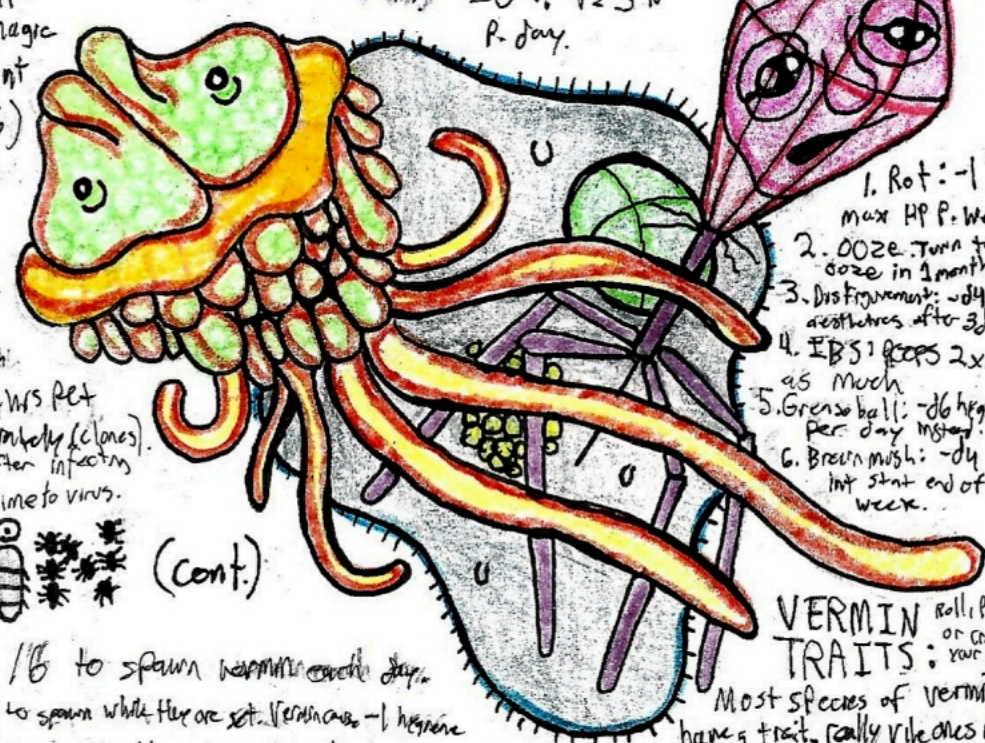


Bizarre Pets

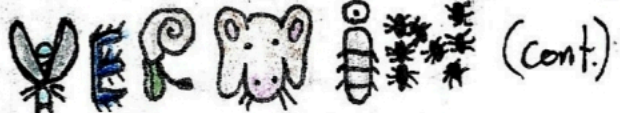
May Be Purchased for triple the usual price. Are encased in place of a normal pet on a 1/4 chance. Mysterious eggs are bizarre pets on 1/6 chance. Bizarre pets may have normal diets, or vice versa.

1. Celestial or extraterrestrial: -d4 danger +d4 INT +1 happy if can see the sky
2. Porifera: Water source immobile (without help)
3. Cnidaria: Floating or waterbound +d4 aesthetics
4. OOZE: 2 in 6 chance of ignoring damage. -d4 aesthetics
5. ARACHNID: +d4 danger, -d4 HP
6. Echinoderm: -d4 danger
7. Fae: -d4 HP +d4 magic
8. Annelid: -d4 int burrows (3/6)
9. Protist: asexual 5/6 pregnancy p. month
10. VIRUS: -d4 HP, -d4 int Anything hurt by a virus 9/10 gets sick with disease virus carries. If virus pet dies, d3 viruses are born immediately (clones). no hunger meter. no diet. After infecting another pet, -1 max hp each time to virus.

1. Parasitism: Requires another live Pet or vermin w/ ≥ HP, hurts and eats d4 N P. day
2. Filter-feeding: +d3 N P. day automatically +d6 N P. water source.
3. Keratophagy: eats clothes (cloth including worn clothes). clothes has d4 N
4. Piscivore: Fish
5. Xylophage: wood (furniture) Sm: N2 M: N4 L: N6
6. Bacterivore 50%, +2-3 N P. day.



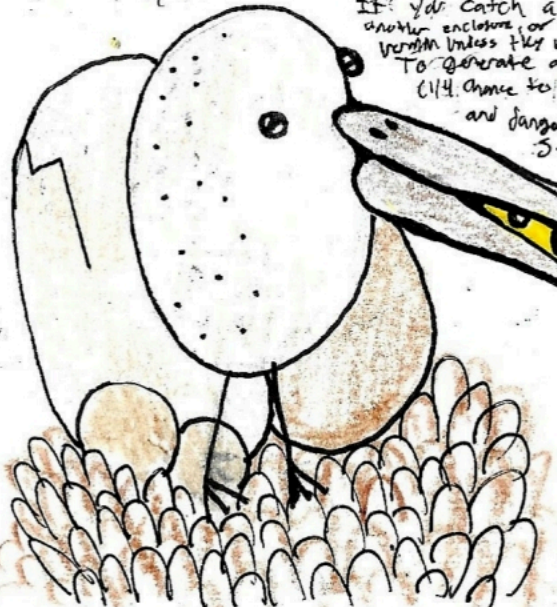
1. Rot: -1 max HP P. week
2. OOZE: Turn to ooze in 1 month
3. Disfigurement: -d4 aesthetics after 3 days
4. IBS: poops 2x as much
5. Green ball: -d6 hygiene per day misty
6. Brown mush: -d4 int start end of week.



(cont.)

Some homes have a chance 1/6 to spawn vermin each day. Traps kill or catch vermin if they use to spawn while they are set. Vermin have -1 hygiene each per day. Each pet has a chance to attack vermin per day (roll under pet's danger for each vermin). Vermin fight back when attacked. Dead vermin may be removed as if they were people and are treated as "meat" when dead. This means they may rot over time or be eaten by rats. Vermin breed if two or more on a 1/4 chance (lay eggs or become pregnant, giving birth in 1 day. 8 vermin max per enclosure, feel free to increase this if you want. You may attempt to capture vermin yourself by hand, most vermin have a 1/4 catch rate. Some may be more difficult.

If you catch a vermin, you may release it, move it to another enclosure, or attempt to train it. Petting to train releases vermin unless they were caught in a cage trap. To generate a species of vermin, roll a type first (1/4 chance to be a bizarre type). Roll a diet, health hazard, and danger (both of stats are d4). Feel free to roll other stats as well, using d4s. Multiple species of vermin may be present in a particular area. Feel free to create a menagerie. Vermin may be domesticated and kept as mini pets, to do this, they need to be caught and trained successfully. (teach one trick)



BIG BUGGONETINE EXTERMINATOR SERVICES
Fumigation: 500\$, 100% removal, but need to relocate to another enclosure for 3 days.
Catch and Release: 250\$
5/6 chance P. vermin to peacefully relocate them.

VERMIN TRAITS

Roll, Pick, or Create your own. Most species of vermin have a trait, really vile ones may have two (1/8) or even 3 (1/20).

1. HIDE or Become hidden
2. BURROW: 1/3 chance P. day underground always appears next day.
3. PROLIFIC: 1/3 chance to breed P. day if 2+
4. ITCHY: -1 happy to each pet P. day
5. REEKING: -1 hygiene to each pet P. day
6. POOPIN: These Vermin poop noticeably once P. day P. vermin
7. DANGEROUS: +2 danger
8. PACK: If one would spawn, two do instead.
9. SMART: cannot be caught or trapped
10. HUNGRY: Vermin try to eat food before pets (if able).
11. KLEPTO: -d4 \$ each P. day
12. AGGRAVATING: -1 to relationships and relationship folk
13. VIOLENT: 1/3 to attack pet P. day

Play-dates and Interactions

You may visit or invite over another player's pet (with their permission) or a PP's NPP. (roll a random envelope if you visit a PP, or choose one that fits their personality or NPP type(s)). Play-dates have two friendship rolls, one at the beginning and one at the end, averaged out to show the total of the friendship test (See friendship rolls). Depending on if the results are positive, neutral, or negative roll on the corresponding table below or invent your own! It's your game too! Compatible pets follow mating rules.



Neutral Interactions	Positive Interactions	Negative Interactions
1. Blank Stare	1. Frolic	1. hiss/growl
2. Ignore each other	2. Nap together	2. Avoid each other
3. Approaches closer	3. Chase (friendly)	3. Run away/hide
4. Stare each other up	4. Play fight (no damage)	4. Bully behavior
5. Parallel play	5. let guard down/relax	5. Tussle (no damage)
6. Verbal chat/chat	6. grooming behavior	6. Attacks! (1 each)



RUHE'S GRAND TOURNAMENT

Bryan Ruhe is known for his keen eye, he seeks the most well rounded pet, no reactors. On the last Saturday of each month, a monthly tournament is held, eight contestants compete in three rounds, each event is held once per tournament, chosen or random. The three events are below

MAGIC AND INTELLIGENCE

Roll under int for each trick the pet knows, -1 modifier for each cumulative trick success. Then roll under Magic 3 times. earn 3d4 Amto for each success.

COMBAT

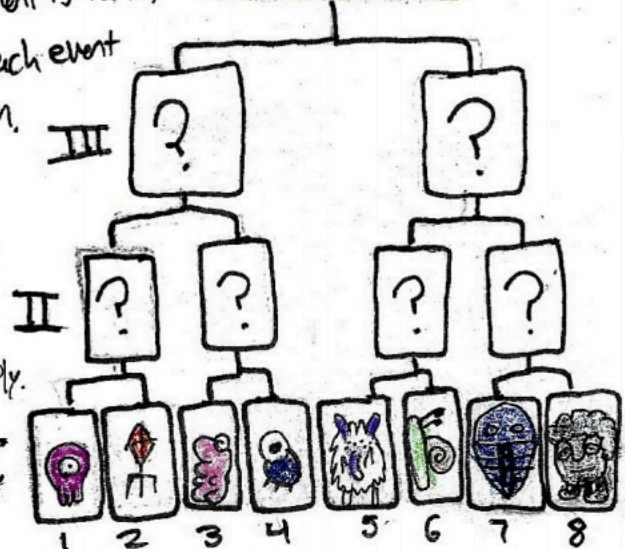
Pet Pit combat commences. Forfeit rules apply.

BEAUTY

Roll under aesthetics 4 times, earning d3 points per success. Follow present rules.

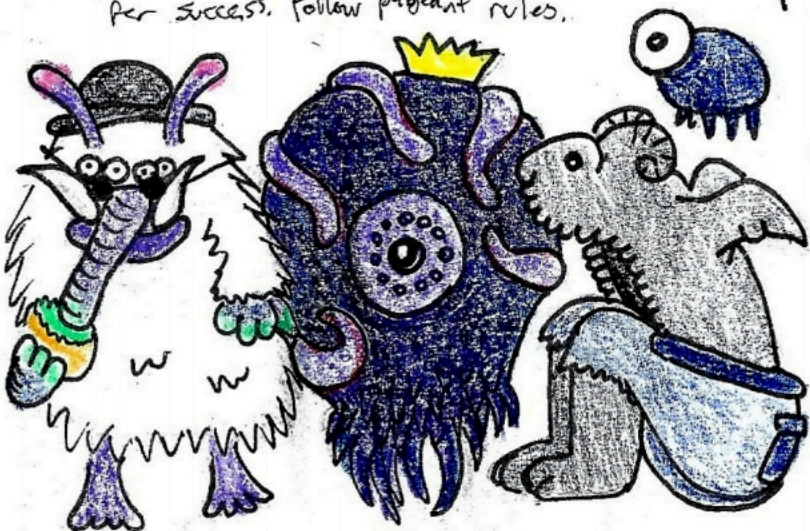


CHAMP
1000 \$
REWARD



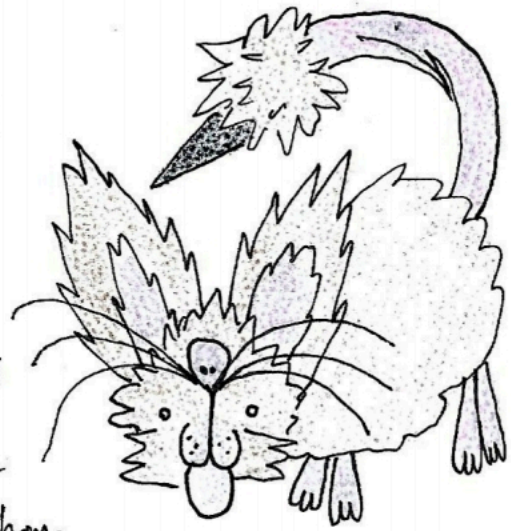
monthly Bracket

At the end of each year, a grand tournament is held with twelve contestants (one winner from each month of the year). Follow the same three rounds as the monthly bracket, albeit with 12 contestants and a grand prize of 15000 \$. This is held once a year. Winner earns a massive trophy.



Non-Playable Pets (NPP)

Occasionally you will need to generate a NPP, either as competitors in the Pet Pit, Paegant, talent show, or as a species of vermin that lives around your home.



Talent Show NPP: Roll type, Int (d10), and # of known tricks (d6)

Pet Pit NPP: Roll type, diet, HP (see tier), and danger (see tier).

Pet Paegant NPP: Roll type, Aesthetics (see table), and accessory.

Vermin: Roll type, diet, health (d4) and danger (d4)

Consider keeping NPP information on a notecard, as they may be used many times! Perhaps your Paegant rival decides to fight in the pit? Feel free to roll additional stats as needed! Discard any NPP that dies in combat.

Matilda (Arch-Rival)

Avian

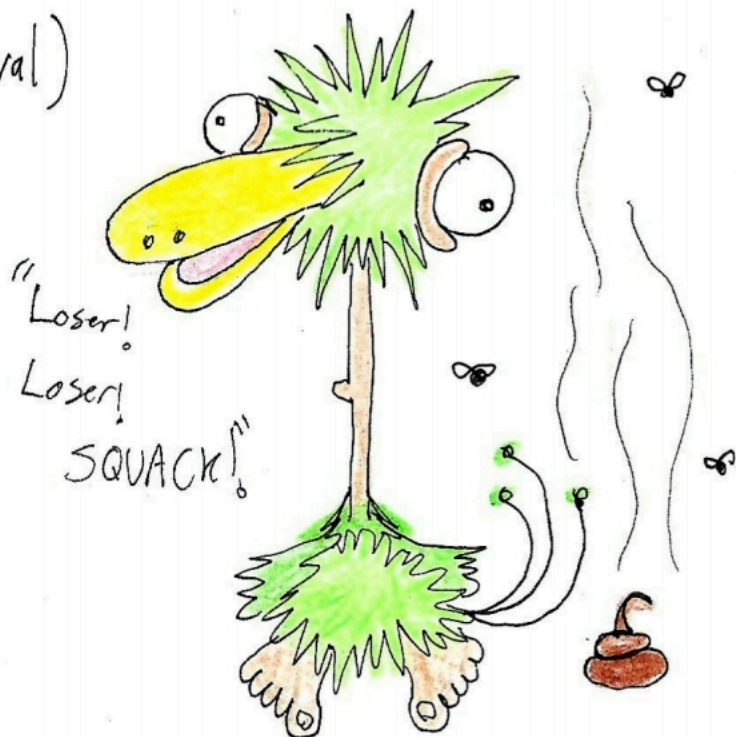
Coprophage

Int: 4

of known tricks: 2

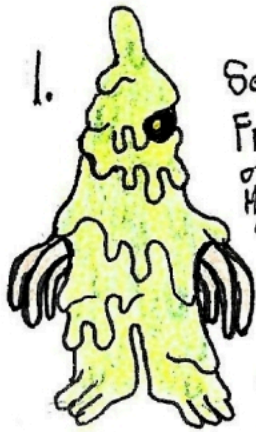
(sit down, speak).

Talent show wins: 11



PECULIAR PASSES

When you need to generate a NPP, feel free to generate a appn to serve as their owner. Fr = friendship. Roll under to either purchase the wares(s) or services. Some have other requirements.



1. Sewer Dweller
Fr:6
or
Happness < 4

"Want to move into the sewer? I'll sell you a property for only 100 \$"
(this property has a Vermin chance 5/6).



2. Aquleathe
Fr 9 or M6

Gift of 4 plants. Roll for chance for each of being a "plant" type pet.



3. The Diver
Fr 5

Will dive for a Pearl worth 1d10x100 \$ for a fee of 300 \$



4. Deep Gnome
Fr 10

This jolly fellow offers a gift.

1. 4 mushrooms
2. A book
3. Plushie
4. Gnome bell



5. BLUE BROS
Fr 7
These strange fellows always travel with an organic stone head pet. They give it to you, twice a week.



6. Thread Mage
Fr 7 or M6

Selling:

1. HP Potion (2d6)
 2. Happy Potion
 - 3-4 happiness
- All cost 50 \$



8. MYSTERY MEAT VENDOR
Fr: 9

50 \$ for a kebab.
1-3: 30ct.
4-6: 4 meat



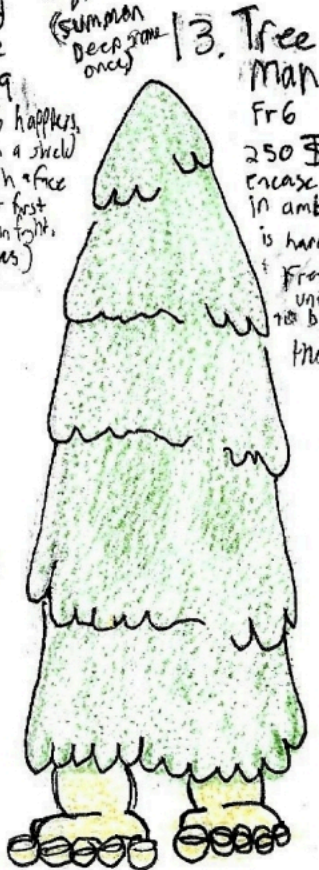
9. ICHABOD KANE
Dungeon Ecologist

"Bring me a live vermin next time you see me for 300 \$."



7. Shield Face
Fr 9

+d6 happness, gain a shield with a face (power first 3 damage in fight, then breaks)



13. Tree Man
Fr 6

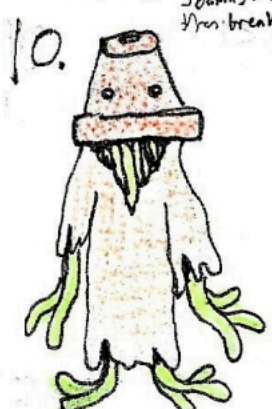
250 \$ to encase a pet in amber, this is harmless, but freezes them until you change the break them out.



12. SLUG WIZ
Sells magic tomes for 100 \$, these only gives Mollusc type pets a bonus to INT and magic each tome counts as 2 for molluscs.



12. N'g'd'go
Fr 8 doesn't do much



10. Green THUMB
Fr 7.

If you have a plant, will give it the touch of life, making it a pet with the plant type. No charge.

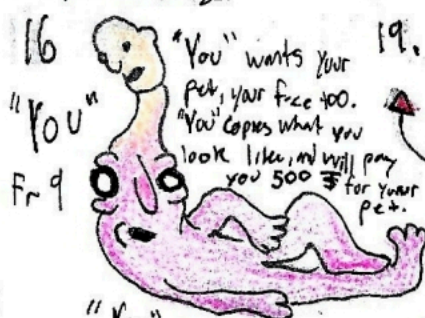


14. Yaz
Fr 4

gives you a blanket, pet accessory, or rug. If she likes you.

15. Goblet Grotto Toad
Fr 4

will buy goblets for 200 \$, goblet...



16. "You"
Fr 9
"You" wants your pet, your free too. "You" copies what you look like, and will pay you 500 \$ for your pet.



19. Beezle Bran
Fr 3

will sell you a pet Imp with the type "fiend", these pets have a danger of 2d6, and horns or tusks. 500 \$ due in 2 weeks as a cost.



Oswald:
Fr 3
Invest up to 1000 \$ for a 50% chance of doubling it next time you find him. If failure, lose your investment.



20. The CLOWN
-1 happness cumulative
Fr 10
Hlonk. Hlonk!



Earl Gray
Invites you to a tea party. +1 to all relationships.

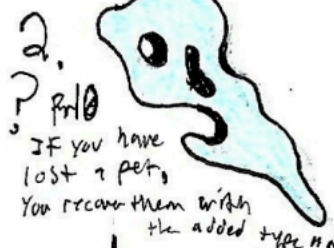
1.



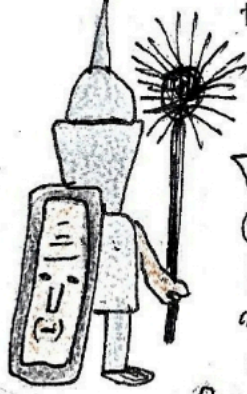
MURK SAGE Fr4
IF it is night,
Sells illusory
Scroll that allows
you to cheat
in the talent
show once,
earning max
points, for
one trick.
Can also be used at
the peasant, earning
3 pts per success



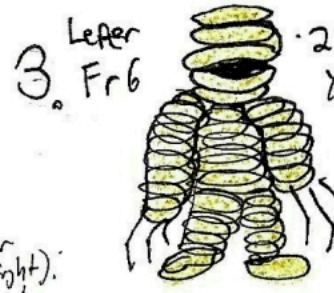
Polygem Fr4
IF you have an hourglass,
IF Magic 7 or
more, 13 gems
gifted to you.
Sells fine
art for
1/2 price.



2. **Pho**
IF you have
lost a pet,
You recover them with
the added type of ghost.
They can't die, or
compost. (or fight).
They can't be pet.
But they know they
loved much.



Venle Guard Fr2
"move along,
citizen."



3. **Leper Fr6**
25% to the
Your pet
dysense.
Sells bandages
for 15\$



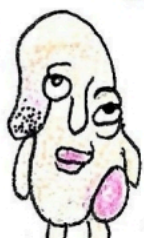
6. **Bone Nomad Fr4**
Bury
pet
for 20\$
each.



7. **Scribe Fr9**
Apprentice
IF you have transcribed
this system in your own
handwriting, earn
500\$ as payment
once. THANKS! :3



8. **Astolumia Fr6 or M8**
will enchant
a piece of furniture
to give your home pets
+1 to magic for 100\$



11. **Secretary Fr7**
This guy sells
many pets for
half-price.



10. **Pearson Fr3**
Surrender your
plant pet
immediately
if you have
one, or have
a piece of furniture
stolen at random



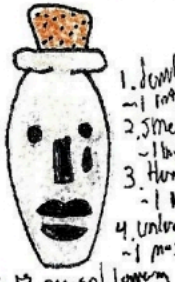
9. **Prof Orix Fr7**
Sells
scrolls
for 5\$



12. **Stranger Fr6**
Sells poison to
req a fight in your favor once.
25\$, extra 4
damage to first
wound.



13. **Imelda Fr7**
This intellectual
Cent bestows great
Intelligence onto
any mammal creatures...
IF they look like a
Cent. (+24 aesthetics)



14. **Curse Pot**
If damage
is >7,
Pet is
broken
and pet is cursed, lowering a stat.
1. Dumb -1 int
2. Smelly -1 hygiene
3. Hungry -1 MA (min 2)
4. Unlucky -1 magic

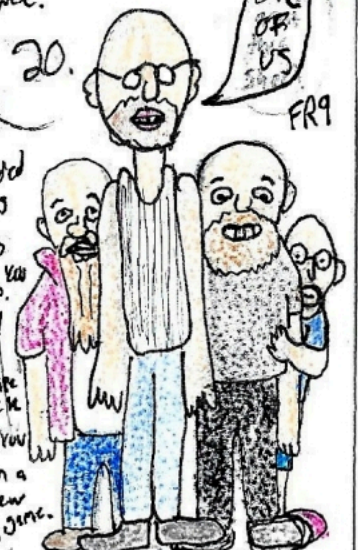
15. **The Mirror Lord Fr2**
Creates a
blue copy
of your
pet, who follows you
home.



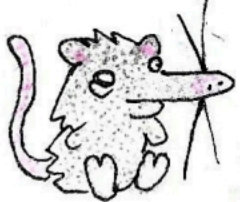
16. **Charles of the Pet Fanovers Society Fr4**
IF your pet
has an aesthetics
value of 10,
and accessories,
will offer to
purchase for 750\$



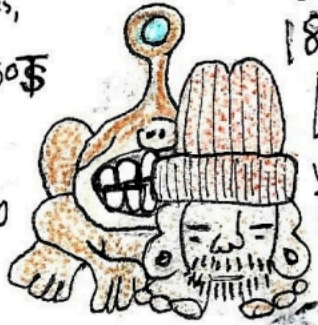
17. **King Alaric Kirill Fr5**
King Kirill
gives
you \$
if you
have a clam.
(100\$)



20. **Bald Boys**
These dudes
will talk you
to sleep. Pray
or Beard



19. **Pet Boy Rory Fr10**
Gives you cheese.
This gives your enclosure
worm in chance 2/6
if you don't have any



18. **Dellam Fr8**
Will tell you
about systems
he wrote. Earn
250\$ once if
you check out
bugger gap, void horizon,
alpha sword.

Simpoleon Tender on

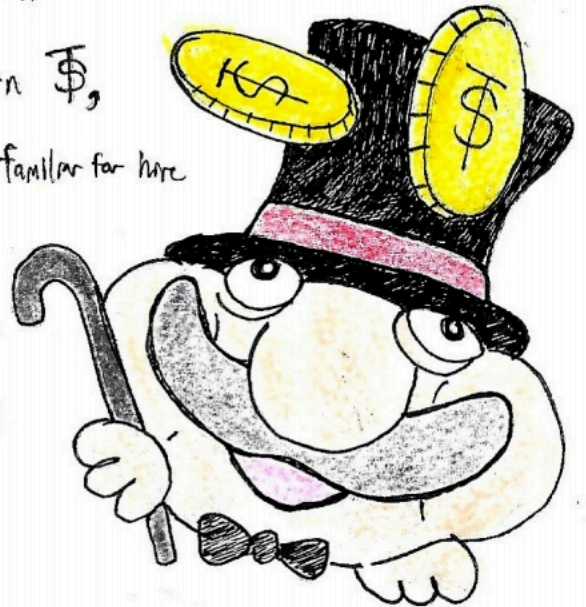
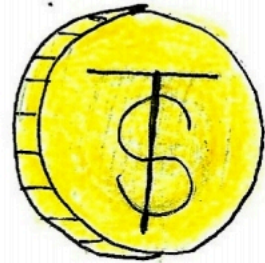
You begin the game with 500\$.
Remember, your first home and pet are free.
There are several ways to earn \$,

☞ Competing pet in parents, PetFit, talent shows, or familiar for hire

☞ Returning home from work (25\$)

☞ Weekly allowance from a Benefactor (100\$)
(optional)

Keep track of your balance however you'd like, I prefer using multiple DIOs.



Shop



Food

- Kibble... 10\$
- Fresh Plant... 20\$
- Meat... 30\$
- egg... 15\$
- bloodbag... 15\$
- earth... 5\$
- Poopie... 1\$
- gem... 50\$
- Fungi... 15\$
- treat... 5\$
- Water
dish... 100\$
- refill... 15\$
- Pot... 5\$
- Jams
Canned
Coffee... 5\$
- Mana
slurp... 30\$

Pet Shop

- mystery egg... 50\$
- egg of choice... 100\$
- Youth... 200\$
- adult... 150\$
- Vermin... 15\$

Decorations

- Potted
Plant... 40\$
- Painting... 50\$
- Statue... 100\$
- Furniture
- S... 25\$
- - M... 50\$
- - L... 100\$
- Accessory 30\$
- Muzzle... 50\$
- Collar... 35\$
- Chain... 50\$
- Clothes... 100\$
- Hat... 25\$
- Bed... 100\$
- Litterbox... 100\$
- Litter... 25\$
- perch... 50\$
- Heatlamp... 200\$
- Exercise
wheel... 100\$
- Light
source... 50\$
- bedding... 30\$
- Rock 5\$
- Plushie... 20\$

Misc

- Toy
- S... 25\$
- M... 50\$
- L... 100\$
- Barbax... 30\$
- Vaccine... 100\$
- Brush... 50\$
- Shampoo... 75\$
- Book... 15\$
- Scroll... 15\$
- Vermin Trap... 50\$
(one-use)
- Vermin trap... 300\$
(reusable)


Deco (cont)


- Small battery
electronic 150\$
- Plugged in
electronic 300\$





Items


Food (N=nutrition)


 **Kibble** 10\$ N:4
dry pre-processed food pellets
happiness -2


 **Fresh Plant** 20\$ N:5
green and full of nutrients! Very healthy.


 **Meat** 30\$ N:5
Juicy, tender, fresh...
Just don't ask where it came from.


 **FISH** 15\$ N:4


 **egg (big)** 15\$ N:3
1/4 chance of hatching into
vermin the following day.


 **earth/soil** 5\$ N:2
This is dirt.

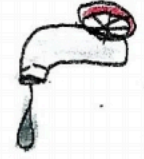
 **Wood** 10\$ N:2

 **Poopie** 1\$ N:3
stinky... ew!


 **Gem** 50\$ N:7
who eats these?


 **Fungi** 15\$ N:3
If uneaten after 1 week, 1/3 chance
to develop sentience. Roll
a new pet with "Fungi" as type.
they are usually coprophages/detritivores

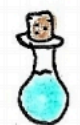
 **Treat** 5\$ N:1
happiness +2


 **Water Source** 100\$
refill weekly or -d3 hygiene
p. day. Refill 15\$
(pets drink automatically)

Food (cont.)


 **Rot** 5\$ N:d3
dead vermin and pets become
rot in d3 days. ew.

 **Jack's Canned coffee** 5\$ N:1?
Pet poops immediately

 **Mana slurrp** :30\$ N:4
fizzy blue goo

 **bloodbag** 15\$ N:4
Where did they get this?

Pets


 **egg**
mystery 50\$
choice 100\$


 **Karth** 200\$
AWWWWW


 **Adult** 150\$
AW? Ah! oh.

 **Vermin** 15\$
eek!

MISC

 **Toy (small)** 25\$ +1 happiness
per day


 **(medium)** 50\$ +2 Happiness
per day


 **(Large)** 100\$ +3 Happiness
per day


toys make one pet
happier per day! yay!





MISC (cont.)


 **Bandage** 30\$ (one-time use)
used to heal injuries (concl)


 **Vaccine** 100\$ (also one use)
used to heal illness


 **Brush** 50\$
+1 happiness when cleaned

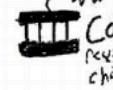
 **Shampoo** 75\$ (3 uses)
Increases hygiene by 06 rather than 04

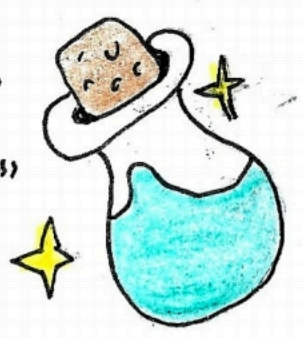
 **Book** 15\$
+1 int if # of owned books
exceeds pet's int stat.

 **Scroll** 15\$
+1 magic if # of scrolls
exceeds pet's magic stat

 **Vermin trap (single)** 50\$
kills one vermin when it would spawn
then trap breaks

 **Reusable** 300\$
Vermin trap
kills one vermin when it spawns
and may be reused. 1/4 chance
of catching vermin per day.

 **Cage TRAP** 300\$
reusable, catches vermin 1/2
chance a day.



ITEMS II

Decorations



Decorative or Potted Plant 40 \$

When bought, roll 2d8, on a 2, this is a pet with the type "plant", diet usually is photosynthesis. This means it doesn't need to eat, just needs water source, sunlight (or light source). If not, it will starve.



Goblet 150 \$
Gold... goblet...



Painting 50 \$
This one is Greedy...



Statue 100 \$
Don't look down.
1/10 Inorganic pet.
Statue pets rarely move (once a week).

Furniture



Small 25 \$



Medium 50 \$



Large 100 \$



Bed 100 \$
+2 happiness for one pet p. day



Light Source 50 \$
Plants need this in dark times



Litterbox 100 \$

Pets poope in here instead of the floor. Each contains up to 5 poopies before being full.

Litter refill 25 \$

When box is full, empty it and dry for refill.



Heat Lamp 200 \$

or heat source
+1 happiness p. day for reptiles



Exercise wheel 100 \$

+1 happiness for mammals
Very annoying!



Perch 50 \$

+1 happiness for birds



Rug 100 \$

Many pets gravitate towards these to nap...



Bedding/blanket 30 \$

keeps pets warm in cold places



Rock why? 5 \$

This is a simple rock.
1/20 inorganic pet rock



Plushie 20 \$

So cute! cute! cute!



Small battery electronic 150 \$

+1 happy p. day Inorganic.



Big plugged in electronic 300 \$

+3 happy p. day for inorganic. 1/8 chance is a pet



Decoraten (cont)

Clothing



Accessory 30 \$
+1 aesthetics (sticks)



Muzzle 50 \$
-2 danger



Collar 25 \$

needed to bring pets out on walks



Chain 50 \$
can use in place of leash
-2 danger



Clothing (body) 100 \$
+2 aesthetics



Hat 25 \$
+1 aesthetics



Name tag 25 \$

can recover pet if it runs away

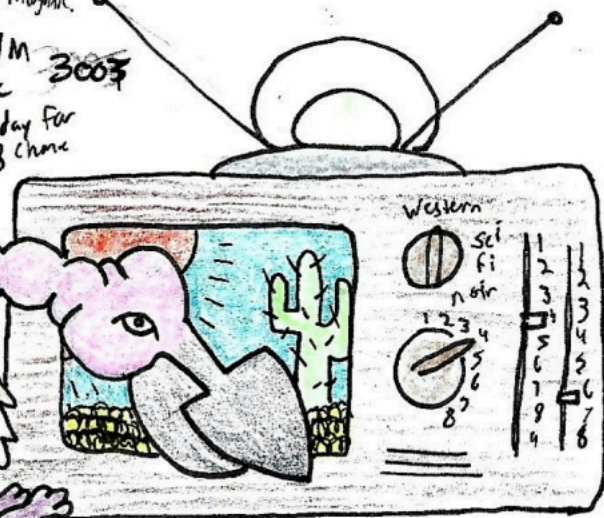
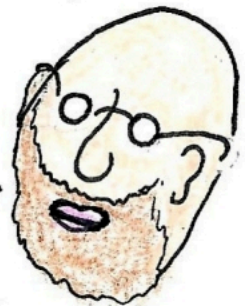


Leash/harness 15 \$
needed to take walks



Shoe/booties 25 \$
+1 happiness when taking walks

psst... If you think of something you want to buy that isn't listed... make up rules and price yourself! you have my permission



QUICK REFERENCE

Your Friendship gauge with your pet(s)
 Your relationship with each pet starts at 6/12.
 Roll at end of session before journaling.

Danger d20

1-2	+2
3-4	+0
5-6	-2
7-8	-4
9-10	-6

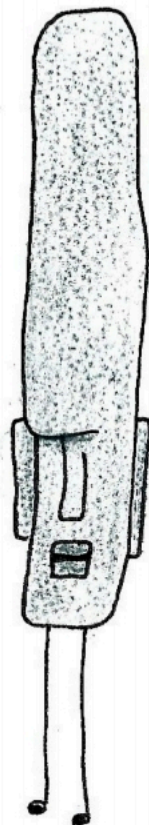
+
 IF cleaned... +1
 IF fed... +1

current friend value	adjustment
0-2	-4
3-4	-2
5-6	+0
7-8	+2
9-10	+4
11-12	+6

+
 IF day missed... -1

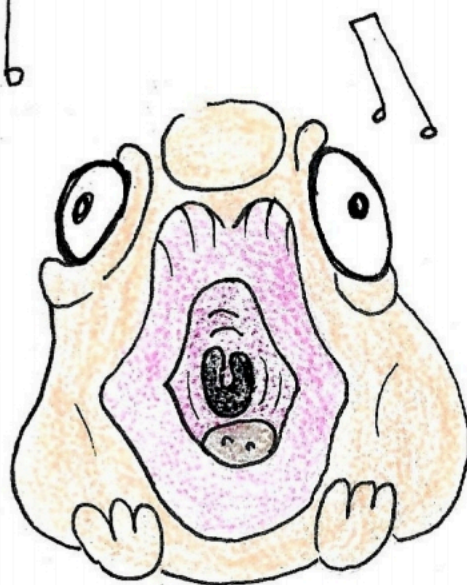
Result	change to current friend value
-10-0	-3
1-5	-2
6-9	-1
10-13	+1
14-18	+2
19-28	+3

(adjust d12 value)



Training Your Pets!

To teach a trick, first decide which you'd like to teach. Roll 1d3, the result being the # of successful consecutive days of training. Roll under Pet's Int once p. day to have a successful day of training per trick. Add trick to sheet if successful!



Fighting (feel free to have free for all battles or team fights. NPPs choose targets at random)


1. The pet with a higher danger attacks first in combat order follows from highest to lowest danger stat.
2. Roll under ~~danger~~ stat to deal damage. See chart. A roll of 10 always fails. However, a pet with a danger value of 10 crits on a roll of one, dealing double damage.

Forfeit rules: Enemy pet owners roll under pet's HP each turn their pet is below half HP to forfeit. You may forfeit at any time.

Attacker
 Danger Damage

0-1	0-1
2-4	1
5-7	1-2
8-9	1-3
10	1-4



Transpox  Ideas + Tablets Pet 20 pages (18 + cover/back)
Solo Nursery

Smallest enclosure 3 inch x 3 inch, largest 12 inch x 12 inch
Start with 1 pet, may have up to 3 (4?) Max.

Start with 100 \$, \oplus , Currency. First pet is free.

Players create their enclosure and may purchase accommodations.
Must begin at 3x3.

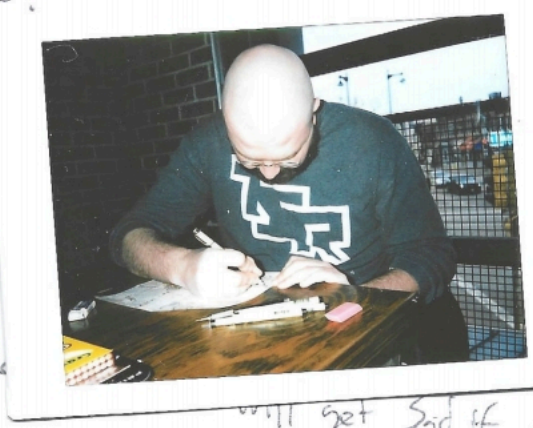
Pets are created by
Enclosures have different
players need to model:


Daily Journal! Dice
food types, kibble, fresh me

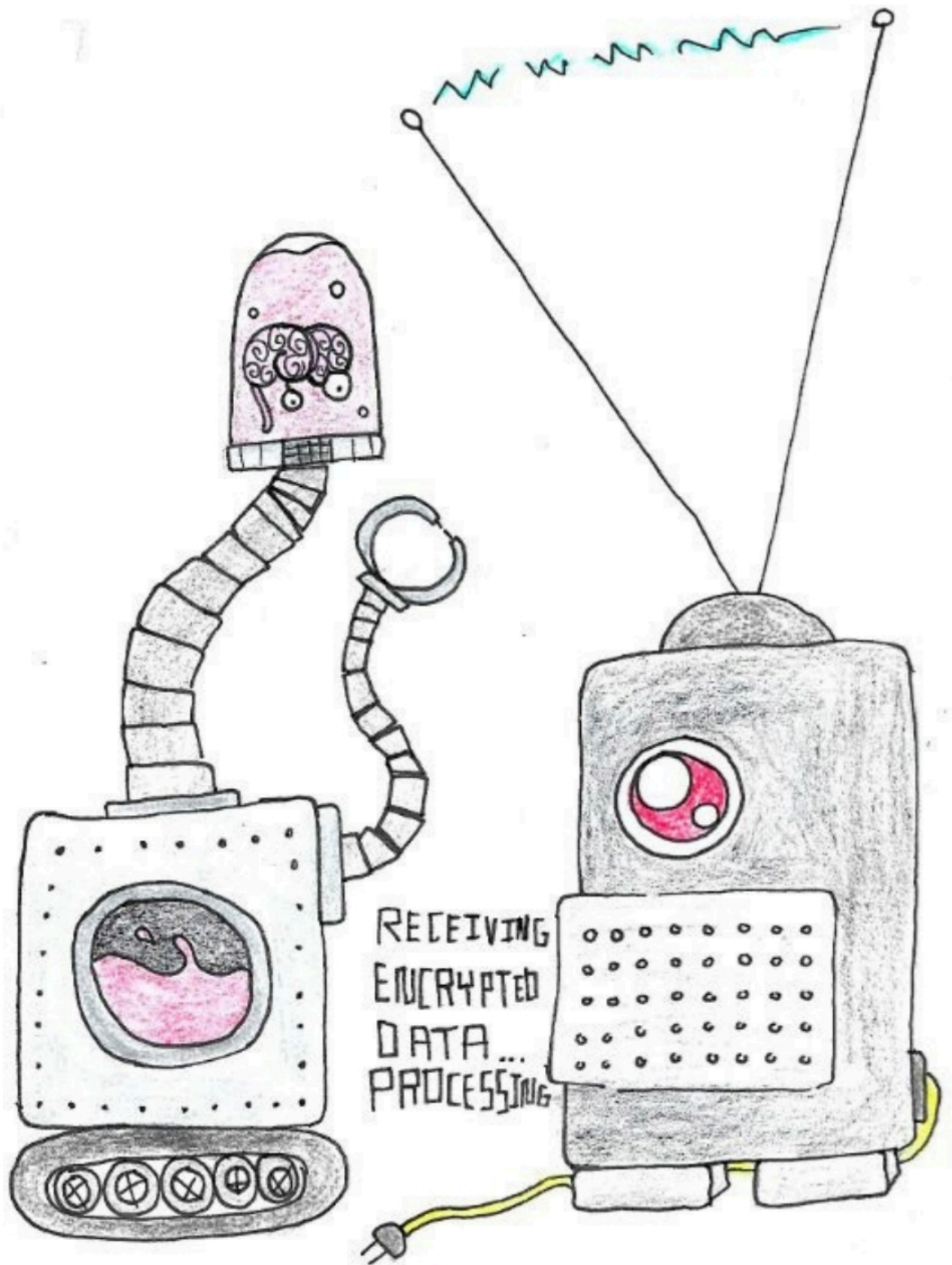
Doubles → random chance to get sick. Will get sick if eats something multiple days in row.
Ways to earn money in game. (?)

Pick up and do daily simplified sheet on back or front?
Pet character sheet template. Keywords. Cool/cute, big mouth, little mouth. Type.

Start polygon
slutty food gives chance of getting sick
Scatter die random movement
random rolls to create/generate creature (optional)



 relationships with other pets



01010100	01100001	01101110
01101110	01100101	01110010
00100000	01110111	01100001
01110011	00100000	01101000
01100101	01110010	01100101