

# SILLY SILLY SNERRETS

## What the Fuck is a Snerret?

Snerrets are a species of pest from the Starships and Laserguns universe. They are a small, furred little bastards that are capable of moving at surprising speed and do so with surprising viciousness.

Snerrets are a common pest throughout Omnia, where they find their way onto starships and aboard starports and cause untold havoc on mechanisms and technology wherever they find it.

They are, conveniently, also edible, as snerret spines do not have the same disks as most vertebrate mammals, but instead contain a jelly like substance that is a delicacy among people who don't know where it comes from. This is also, coincidentally, what makes snerrets so stretchy and flexible. A super-power that snerrets use to their utmost advantage, when causing as much chaos as possible.



## Creating a Snerret

Your Snerret has seven stats that represent your abilities to cause chaos. These are Strength, Noggin, Excitement, Rage, Rizz, Elasticity, and Toughness.

Roll 1d6 for each of your stats, in order. These are the statistics of your new Snerret.

When you want to do something, you might have to roll an ability check. When you do, roll 1d6. If you roll less than your stat, you succeed. If you roll equal to or higher, you fail.

Your snerret also has a type, which you need to roll for. Roll 1d6 to determine your type, and special ability!

Type	Ability
Ground	You can dig and burrow
Gliding	You can glide
Albino	Advantage on Tough checks
Brown	Advantage on Excitement checks
Small	You're very small
Long	You don't have limbs and are snake-like

If you have advantage on a check you roll 2d6 and choose which dice to use for your roll.

Your snerret gets one quirk and one flaw. You decide what your quirk is, but when you do, the rest of the group (including the game master) decide what your flaw is. A Snerret's flaw is the downside to their quirk. E.g: Quirk "I can walk on water", Flaw "Only if it is boiling"

## Location

Snerrets are versatile creatures and can be found in many locations. The following are the locations your snerret gang's adventure may take place. Each location has a goal, that the gang is trying to achieve.

Location	Goal
Starship	Destroy the starship, killing everyone onboard
Power Plant	Cause an overload and blow it up
Warehouse with 2d6 workers	Kill everyone in the warehouse
City Streets	Demolish a building
Restaurant	Take over without guests noticing
Museum	Steal the most expensive exhibit

## Combat

Sometimes, snerrets can get into fights. When combat happens, everyone rolls 1d6 and adds their Excitement check to determine their order in combat. The highest number goes first, the lowest goes last. Each character may do something and move a little, or not do anything and move a lot. If a character is attacked, they roll Elasticity to see if they dodge the attack. If it hits, the character takes damage.

If a character takes damage, they roll Toughness to see if they get hurt. If they fail the roll, their toughness goes down by 1. If your toughness goes down to 0 your Snerret's schennanigans come to a sudden end.

## Spare Snerrets

If your snerret dies, you may assume control over one of your spare snerrets to roll up a new snerret to join the gang who arrives shortly afterwards.

When you start the game, the game master rolls on the table for the number of spare snerrets you have.

The game ends when you have no remaining spare snerrets, or reach your location's win condition.

Difficulty	Spare Snerrets
Easy	3d6+4
Normal	2d6+3
Hard	1d6+2
Impossible	1

# Example Snerret Gang

Here is an example of what a standard gang of Silly Silly Snerrets might look like.

Name	Yargon
Strength	6
Noggin	6
Excitement	5
Rage	3
Rizz	1
Elasticity	6
Toughness	2
Type	Brown
Quirk	Robotic Eye lets me see better
Flaw	Requires batteries each time I use it

Name	Gallacher
Strength	3
Noggin	1
Excitement	5
Rage	4
Rizz	5
Elasticity	6
Toughness	3
Type	Long
Quirk	I can retopologise myself (shape shifting)
Flaw	Maintain other snerret qualities (fur, eyes, ears, nose, ect.)

Name	Emily.
Strength	4
Noggin	2
Excitement	1
Rage	4
Rizz	6
Elasticity	6
Toughness	3
Type	Ground
Quirk	Magnetic
Flaw	Can't turn it off

Name	Lemitsu
Strength	1
Noggin	1
Excitement	6
Rage	5
Rizz	4
Elasticity	5
Toughness	3
Type	Ground
Quirk	Can stick to and walk on any surface
Flaw	Can only do it with eyes closed

Name	Alto
Strength	3
Noggin	1
Excitement	2
Rage	5
Rizz	6
Elasticity	1
Toughness	2
Type	Gliding
Quirk	Can speak Eagiian
Flaw	Can only sing it (opera style)

