

# Brisket Jack

the Swashbuckler

Cunning, Deft & Stylish

Raccoon Pronouns: \_\_\_\_\_

Look:

- Gray & grizzled
- Rotund & taut
- Sly & mischievous

Personal Goal:

- Win fame & glory
- Stage a daring rescue (successful or not)
- Steal a large hunk of meat

Relationships - Ask 1 of the raccoon to your left:

- Where is our favorite place to adventure together?
- Why do you look to me for leadership? Is that really a good idea?
- We were litter-mates. What secret do we share?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, say what you want to accomplish, declare your approach (Cunning, Deft or Stylish), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |   |                               |
|---|-------------------------------|
| 1. Use Trash in an impressive way                                       | <i>Cunning, Deft, Stylish</i> |
| 2. Inspire other raccoons or conspicuously lead the way                 | <i>Cunning, Deft, Stylish</i> |
| 3. Create a distraction   | <i>Cunning, Stylish</i>       |
| 4. Use the ship's car, home appliance, or carnival ride in a flashy way | <i>Deft, Stylish</i>          |
| 5. Cut something or tie something together                              | <i>Cunning, Deft</i>          |
| 6. Fast-talk or confuse someone   | <i>Cunning</i>                |
| 7. Aim and launch something   | <i>Deft</i>                   |
| 8. Be acrobatic   | <i>Stylish</i>                |
| 9. Invent a new machine out of Trash                                    | <i>Cunning</i>                |
| 10. Move yourself or the ship to a new place                            | <i>Deft</i>                   |
| 11. Get in over your head   | <i>Stylish</i>                |
| 12. Make things worse   | -                             |

# Maria Triple-XL

the Colossus

Strong, Deft & Brave

Raccoon Pronouns: \_\_\_\_\_

Look:

- Stout & square
- Lanky & Wiry
- A stripey ball of energy

Personal Goal:

- Steal something huge all by yourself
- Challenge someone to single combat
- Defend someone (whether they need it or not)

Relationships - Ask 1 of the raccoon to your left:

- You once saw me get in a big fight. In your opinion, was it worth it or not?
- We share a relationship with the junkyard dog. What is it?
- I protect you in the junkyard. When was the last time, and what happened?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, say what you want to accomplish, declare your approach (Strong, Deft or Brave), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |   |                            |
|---|----------------------------|
| 1. Take the brunt of the blow   | <i>Brave</i>               |
| 2. Use the ship's car, home appliance, or carnival ride deftly          | <i>Deft</i>                |
| 3. Heave your weight against something                                  | <i>Strong</i>              |
| 4. Draw attention to yourself   | <i>Brave</i>               |
| 5. Scurry quickly into action   | <i>Deft</i>                |
| 6. Hammer on something  | <i>Strong</i>              |
| 7. Make a hole in something   | <i>Strong, Brave</i>       |
| 8. Land smack in the middle of something                                | <i>Deft, Brave</i>         |
| 9. Throw Trash or Raccoon   | <i>Strong, Deft</i>        |
| 10. Lead a charge or use your brawn to amplify another raccoon's Action | <i>Strong, Deft, Brave</i> |
| 11. Bravely use Trash in a dangerous way                                | <i>Strong, Deft, Brave</i> |
| 12. Make things worse   | -                          |

# Vibrissa

the Inventor

Cunning, Inventive & YOLO

Raccoon Pronouns: \_\_\_\_\_

Look:

Personal Goal:

- |   |  |
|---|--|
| <input type="checkbox"/> Flight cap & goggles                 | <input type="checkbox"/> Test a new invention                      |
| <input type="checkbox"/> Fur puffed with static               | <input type="checkbox"/> Execute a complex plan                    |
| <input type="checkbox"/> Pair of wheels in place of back legs | <input type="checkbox"/> Find just the thing for your next project |

Relationships - Ask 1 of the raccoon to your left:

- You've been my eager test pilot before. What happened to my most recent invention?
- How did I expand your horizons recently?
- I'm excited about this next trip. Does that make you more or less at ease, & why?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, say what you want to accomplish, declare your approach (Cunning, Inventive or YOLO), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |   |                                 |
|---|---------------------------------|
| 1. Manipulate something tricky  | <i>Cunning, YOLO</i>            |
| 2. Use the ship's car, home appliance, or carnival ride in an unexpected way        | <i>Cunning, Inventive</i>       |
| 3. Use Trash for something clever   | <i>Cunning</i>                  |
| 4. Raccoon rocket   | <i>YOLO</i>                     |
| 5. Build a Rube Goldberg machine to do a thing                                      | <i>Inventive</i>                |
| 6. Use a machine to make something frighteningly easy or to empower another raccoon | <i>Cunning, Inventive, YOLO</i> |
| 7. Invent something new out of Trash  | <i>Cunning, Inventive, YOLO</i> |
| 8. Harness a force raccoons were not meant to meddle with                           | <i>Inventive</i>                |
| 9. Bash on something  | <i>YOLO</i>                     |
| 10. "If it doesn't fit, force it."  | <i>Inventive, YOLO</i>          |
| 11. Reveal that things are not what they seemed                                     | <i>Cunning</i>                  |
| 12. Make things worse   | -                               |

# Torch Key

the Daring Thief

Sneaky, Deft & Precise

Raccoon Pronouns: \_\_\_\_\_

Look:

Personal Goal:

- |  |  |
|--|--|
| <input type="checkbox"/> Slinking, ferret-like | <input type="checkbox"/> Steal something unique & impossible         |
| <input type="checkbox"/> Wacky & misdirecting  | <input type="checkbox"/> Make sure the residents know you were there |
| <input type="checkbox"/> Big & fast            | <input type="checkbox"/> Set up an elaborate practical joke          |

Relationships - Ask 1 of the raccoon to your left:

- What did I once steal for you?
- You're a longsuffering audience for my pranks. What is a typical prank?
- What was a recent escapade of mine, and how did I rope you into it?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, say what you want to accomplish, declare your approach (Sneaky, Deft or Precise), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |   |                              |
|---|------------------------------|
| 1. Use Trash that does one thing really well                              | <i>Precise</i>               |
| 2. Move quietly, without setting off traps                                | <i>Sneaky</i>                |
| 3. Climb a sheer surface  | <i>Deft</i>                  |
| 4. Use the ship's car, home appliance, or carnival ride deftly            | <i>Deft</i>                  |
| 5. Wriggle inside somewhere   | <i>Sneaky</i>                |
| 6. Hide yourself or Trash   | <i>Sneaky, Deft</i>          |
| 7. Land without a sound   | <i>Precise</i>               |
| 8. From the shadows, orchestrate events for yourself or another raccoon   | <i>Sneaky, Deft, Precise</i> |
| 9. Reveal how you set up Trash earlier so it's useful at the right moment | <i>Sneaky, Deft, Precise</i> |
| 10. Use grappling lines or jump with pinpoint accuracy                    | <i>Deft, Precise</i>         |
| 11. Show up unexpectedly where you need to be                             | <i>Sneaky, Precise</i>       |
| 12. Make things worse   | -                            |

# Kit

the Littlest Raccoon

Sneaky, Sensitive & YOLO

Raccoon Pronouns: \_\_\_\_\_

Look:

- Kawaii (big eyes, small pie-hole)
- Hoodie & headphones
- Rather large, actually

Personal Goal:

- Wash some food & eat it right there
- Steal something small & meaningful
- Explore the hidden parts of the house

Relationships - Ask 1 of the raccoon to your left:

- Do you find me cute or annoying? Why?
- I was once scared of something in the junkyard. How did you help me get over it?
- When did I wriggle inside a tight space to get you something, and what was it?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, say what you want to accomplish, declare your approach (Sneaky, Sensitive or YOLO), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                                |
|--|--------------------------------|
| 1. Imitate another raccoon, your hero of the minute                    | <i>Sneaky, YOLO</i>            |
| 2. Create a distraction  | <i>YOLO</i>                    |
| 3. Hide from danger until it has passed.                               | <i>Sneaky, Sensitive</i>       |
| 4. Acquire something another raccoon needs and pass it to them         | <i>Sneaky, Sensitive, YOLO</i> |
| 5. Put yourself at risk to get or use Trash                            | <i>Sneaky, Sensitive, YOLO</i> |
| 6. Manipulate something tricky   | <i>Sensitive</i>               |
| 7. Use a thing the older raccoons probably don't want you messing with | <i>Sneaky, YOLO</i>            |
| 8. Drag something through a tight space                                | <i>Sneaky</i>                  |
| 9. Use the ship's car, home appliance, or carnival ride recklessly     | <i>YOLO</i>                    |
| 10. Follow a smell   | <i>Sensitive</i>               |
| 11. Show up where you're least expected                                | <i>Sneaky</i>                  |
| 12. Make things worse  | -                              |

# Rabies Eddie

the Untameable Beast

Strong, Aggressive & YOLO

Raccoon Pronouns: \_\_\_\_\_

Look:

- One-eared & scarred
- Mangy & irritable
- Thousand (junk-)yard stare

Personal Goal:

- Steal something nobody else could appreciate
- Take on overwhelming odds
- Find a reason to go berserk

Relationships - Ask 1 of the raccoon to your left:

- What happened the last time you got in my way?
- You saw me get a memorable scar once. What happened?
- What do you see in me that everyone else misses?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, say what you want to accomplish, declare your approach (Strong, Aggressive or YOLO), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                                 |
|--|---------------------------------|
| 1. Fire ship's weapons/Make a weapon from Trash                          | <i>Strong, YOLO, Aggressive</i> |
| 2. Make a hole in something  | <i>Strong, YOLO</i>             |
| 3. You think you're a bear & act like it                                 | <i>Strong, YOLO, Aggressive</i> |
| 4. Attack someone, anyone  | <i>YOLO, Aggressive</i>         |
| 5. Jettison or toss the first thing you see                              | <i>Strong</i>                   |
| 6. Wreck something   | <i>Strong, Aggressive</i>       |
| 7. Reach your breaking point   | <i>YOLO</i>                     |
| 8. Use the ship's car, home appliance, or carnival ride with mean intent | <i>Aggressive</i>               |
| 9. Take a beating  | <i>Strong</i>                   |
| 10. Eat Trash you really shouldn't, with interesting effects             | <i>YOLO</i>                     |
| 11. Put your head through something                                      | <i>Aggressive</i>               |
| 12. Make things worse  | -                               |

# Ship Sheet

## the Dumpster Fire

How does the ship float?

- |  |  |
|--|--|
| <input type="checkbox"/> Hot air                     | <input type="checkbox"/> @#%\$! magnets    |
| <input type="checkbox"/> Hydrogen or helium          | <input type="checkbox"/> Tesla coils       |
| <input type="checkbox"/> Swamp gas                   | <input type="checkbox"/> Cavorite          |
| <input type="checkbox"/> Dozens of helicopter blades | <input type="checkbox"/> Dark energy       |
| <input type="checkbox"/> Mechanical wings            | <input type="checkbox"/> The fifth element |

### Strengths & Liabilities

Mark 1 box on each row. For first-time play, mark 2 Strengths; the rest are Liabilities.

- | Liabilities / Strengths                |  |
|--|--|
| Slow <input type="checkbox"/>          | Fast <input type="checkbox"/>                      |
| Noisy <input type="checkbox"/>         | Quiet <input type="checkbox"/>                     |
| Vulnerable <input type="checkbox"/>    | Sturdily armored <input type="checkbox"/>          |
| Rickety <input type="checkbox"/>       | Tightly fastened together <input type="checkbox"/> |
| Hard to steer <input type="checkbox"/> | Maneuverable <input type="checkbox"/>              |
| Unarmed <input type="checkbox"/>       | Well-armed <input type="checkbox"/>                |

Quirks:

- 
- 
- 
- 

Trash Stolen on This Voyage:

Which Wrecked Car is in your ship?

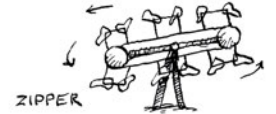
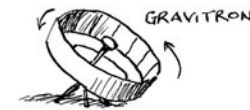
- '72 VW Beetle: Evade
- '57 Cadillac DeVille: Absorb shocks
- School bus: Find a useful piece of Trash

Which Home Appliance is in your ship?

- Food Processor: Cut through anything
- Vacuum Cleaner: Grab hold of something
- Washing Machine: Remove 1 Complication Card

Which Carnival Ride is in your ship?

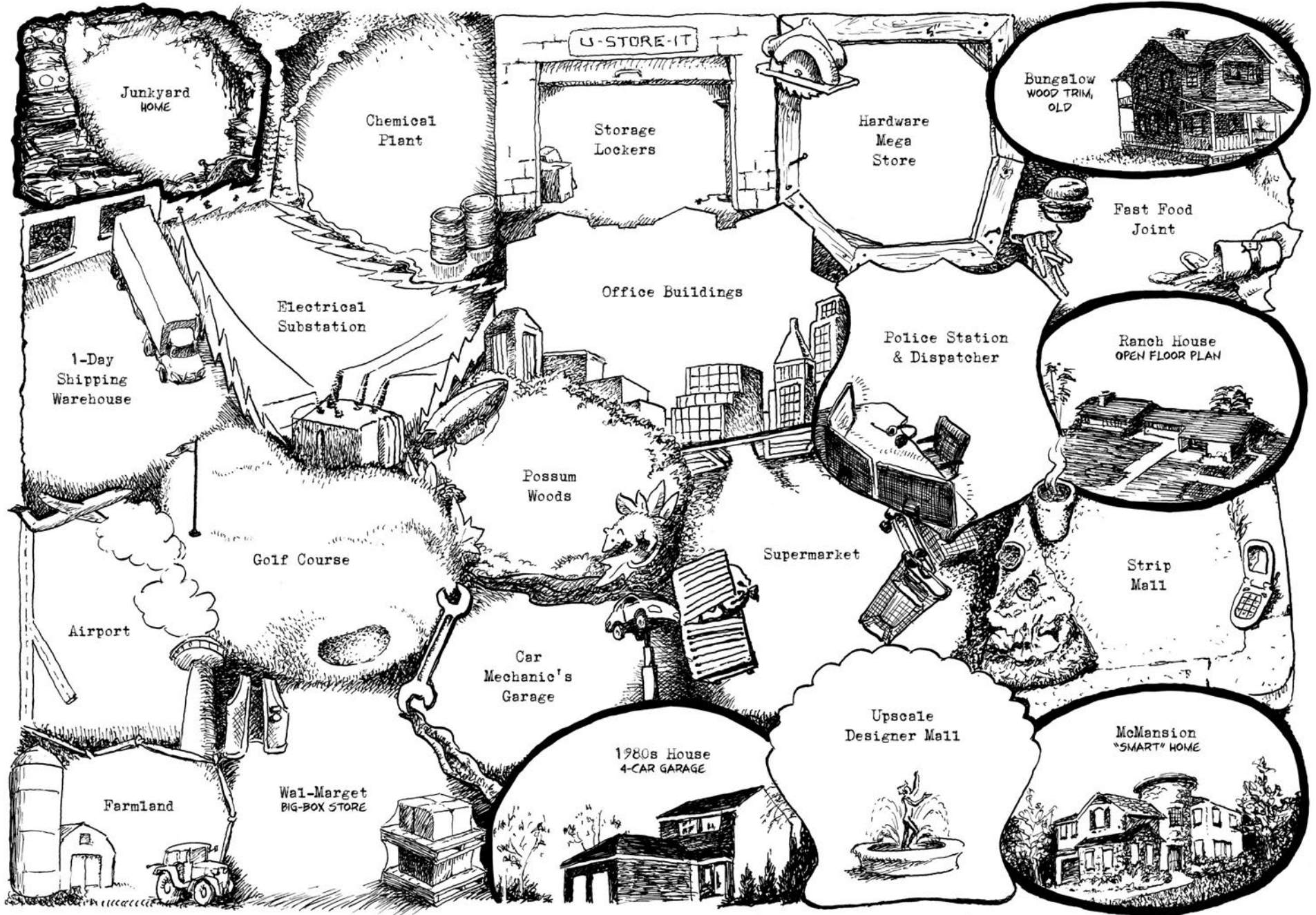
- Octopus: Reach out with long arms
- Gravitron: Eject trash/raccoon
- Zipper: Scoop something up & pull it into the ship



### Problem Track

- 1. **Straining**: The ship's rivets might pop at any moment.
- 2. **Helm** (♣A-5): The ship makes a mess or gets caught—in the trees, in telephone wires, or smashing into a building. Describe what happens.
- 3. **Noise** (♣6-8): The ship attracts the attention of the Neighborhood Watch. Describe what happens.
- 4. **Rivets** (♣9-J, ♠A-6): A piece of the ship falls out. It looks like it was probably important: Describe what happens.
- 5. **Gears** (♣Q-K, ♠7-10): Pieces of the ship are falling out, breaking down or lighting up. Describe what happens.
- 6. **Explosion!** (♠J-K) The ship explodes or is otherwise destroyed. Every raccoon for themselves—abandon ship!

# the Neighborhoods





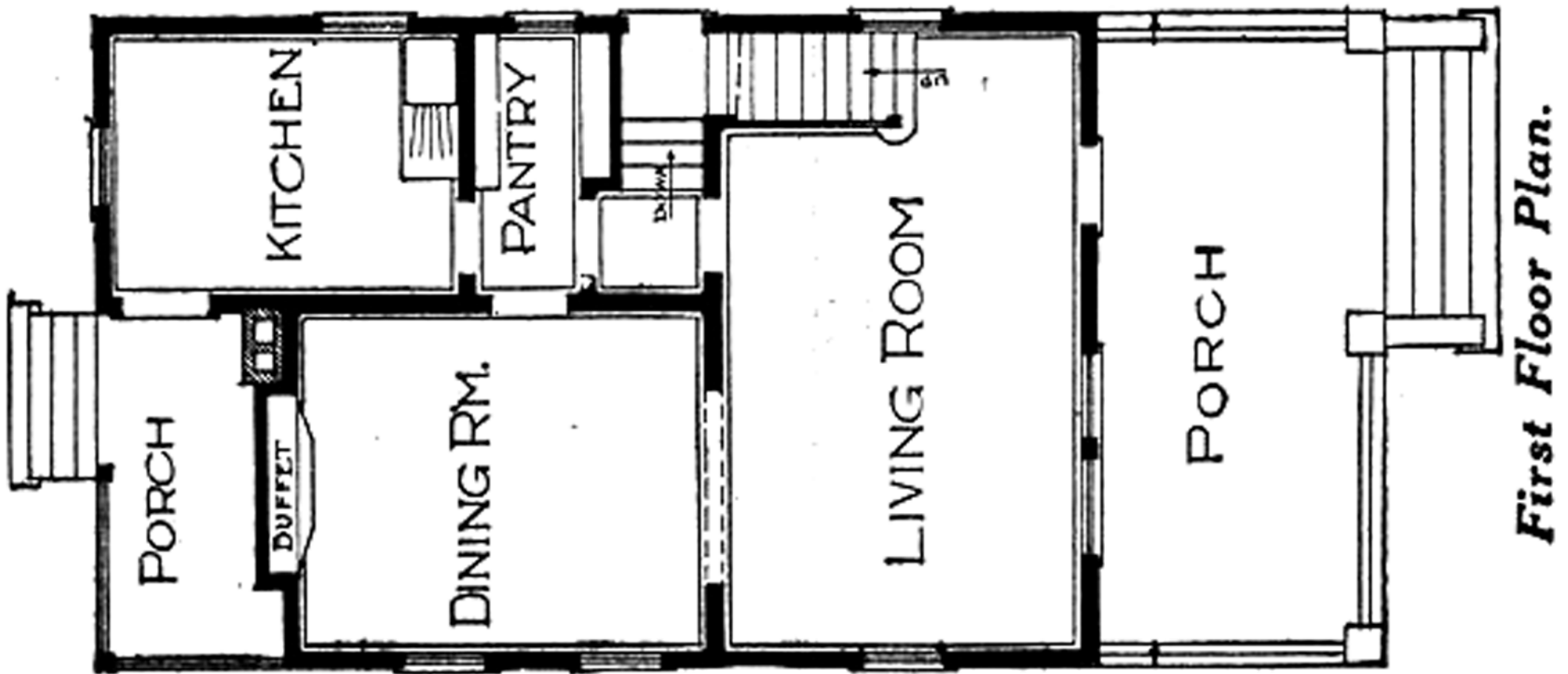
# House Sheet: Bungalow, 1st Floor

## Problem Track

- 1. **Noisy:** Keep it down, why dontcha?
- 2. **Pet** (♦A-9, ♥A-4): You woke up the dog! Describe what happens.
- 3. **Human** (♦10-K, ♥5-10): You woke up the humans, but they haven't seen you yet. So far, they're fumbling around in the dark. Describe what happens.
- 4. **Panic!** (♥J-K) They've seen you! Cue the fast-paced banjo music (at least in your mind) and describe the mad chase through the various parts of the house. Get back to the ship somehow, easily or at a cost. Describe what happens.



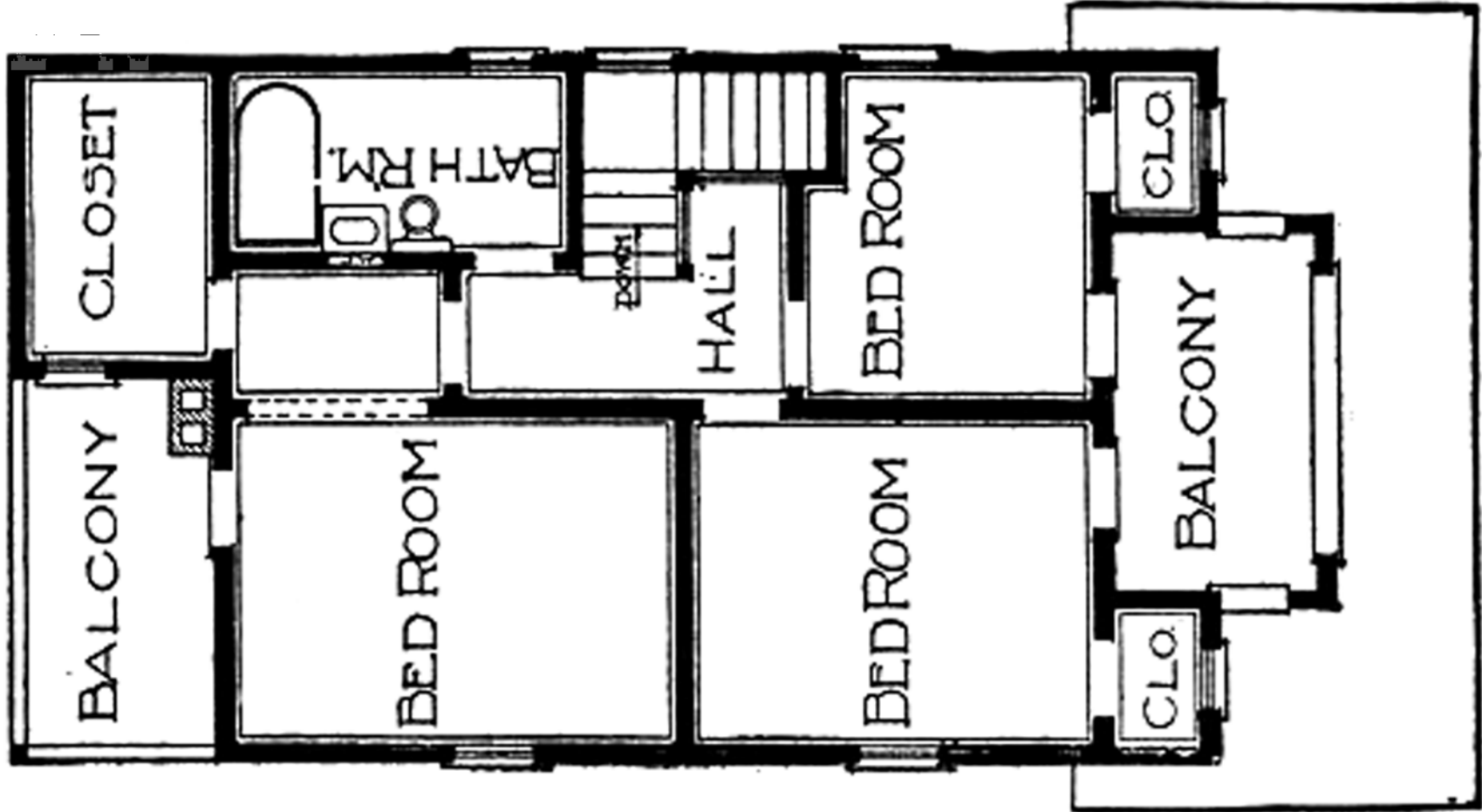
from Sears Roebuck House Catalog, 1916



# House Sheet: Bungalow, 2nd Floor



from Sears Roebuck House Catalog, 1916

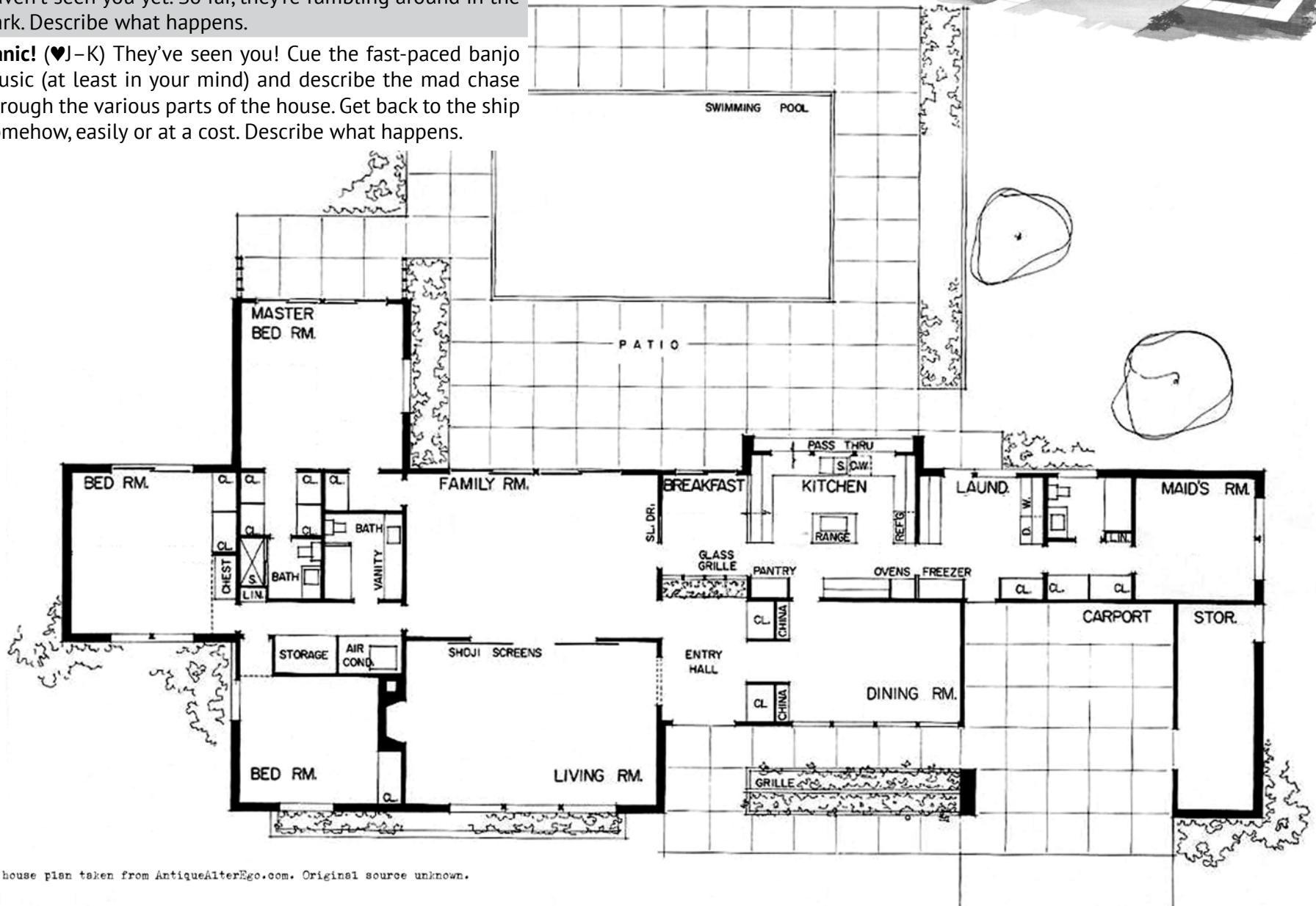
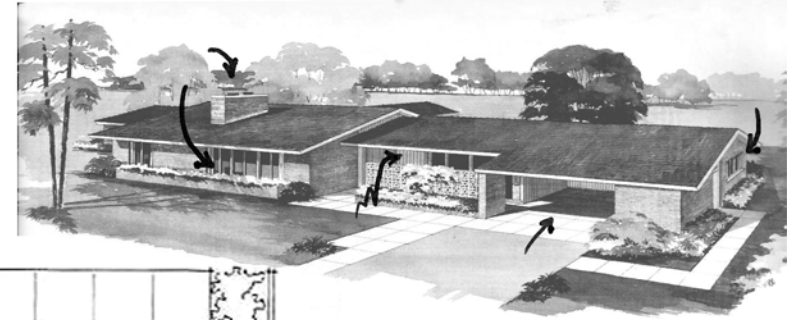


Second Floor Plan.

# House Sheet: Ranch House

## Problem Track

- 1. **Noisy:** Keep it down, why dontcha?
- 2. **Pet** (♦A-9, ♥A-4): You woke up the dog! Describe what happens.
- 3. **Human** (♦10-K, ♥5-10): You woke up the humans, but they haven't seen you yet. So far, they're fumbling around in the dark. Describe what happens.
- 4. **Panic!** (♥J-K) They've seen you! Cue the fast-paced banjo music (at least in your mind) and describe the mad chase through the various parts of the house. Get back to the ship somehow, easily or at a cost. Describe what happens.

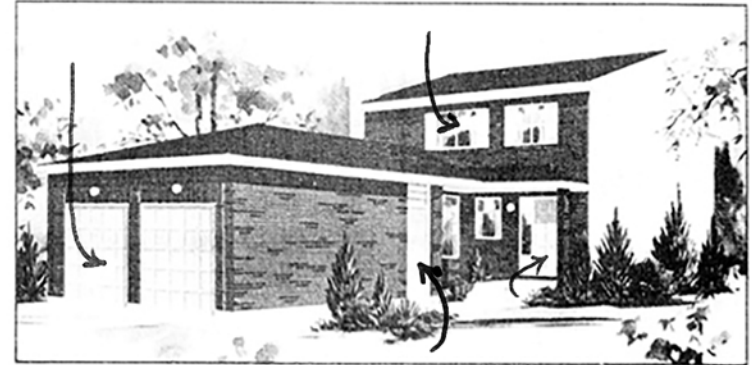




# House Sheet: '80s House. 1st Floor

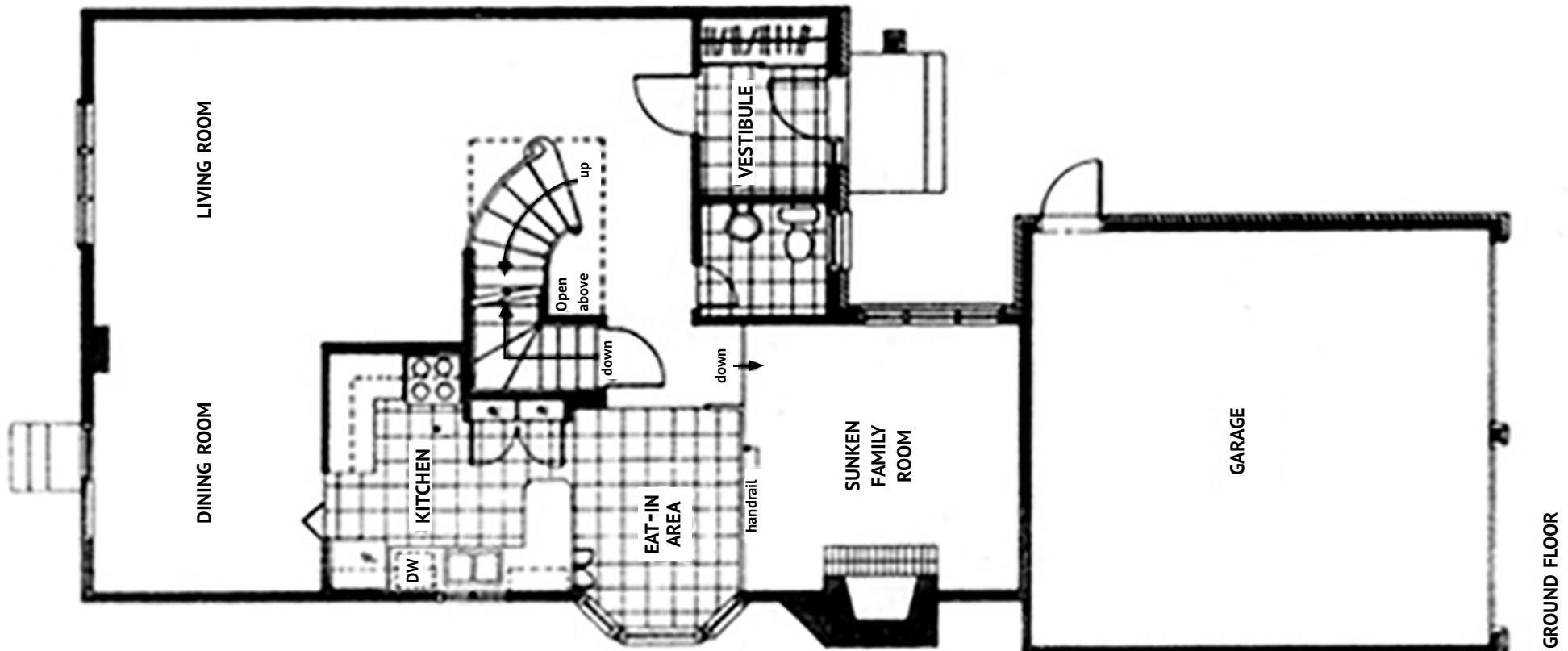
## Problem Track

- 1. **Noisy:** Keep it down, why dontcha?
- 2. **Pet** (♦A-9, ♥A-4): You woke up the dog! Describe what happens.
- 3. **Human** (♦10-K, ♥5-10): You woke up the humans, but they haven't seen you yet. So far, they're fumbling around in the dark. Describe what happens.
- 4. **Panic!** (♥J-K) They've seen you! Cue the fast-paced banjo music (at least in your mind) and describe the mad chase through the various parts of the house. Get back to the ship somehow, easily or at a cost. Describe what happens.

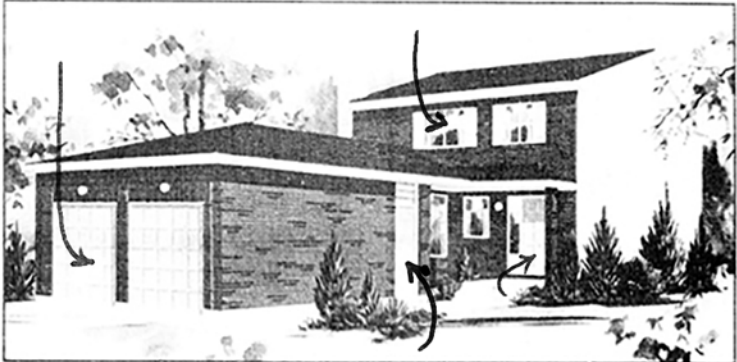


ARTIST'S CONCEPT

"Hampton" 1980s house design taken from Minto's Contempos, Minto.com

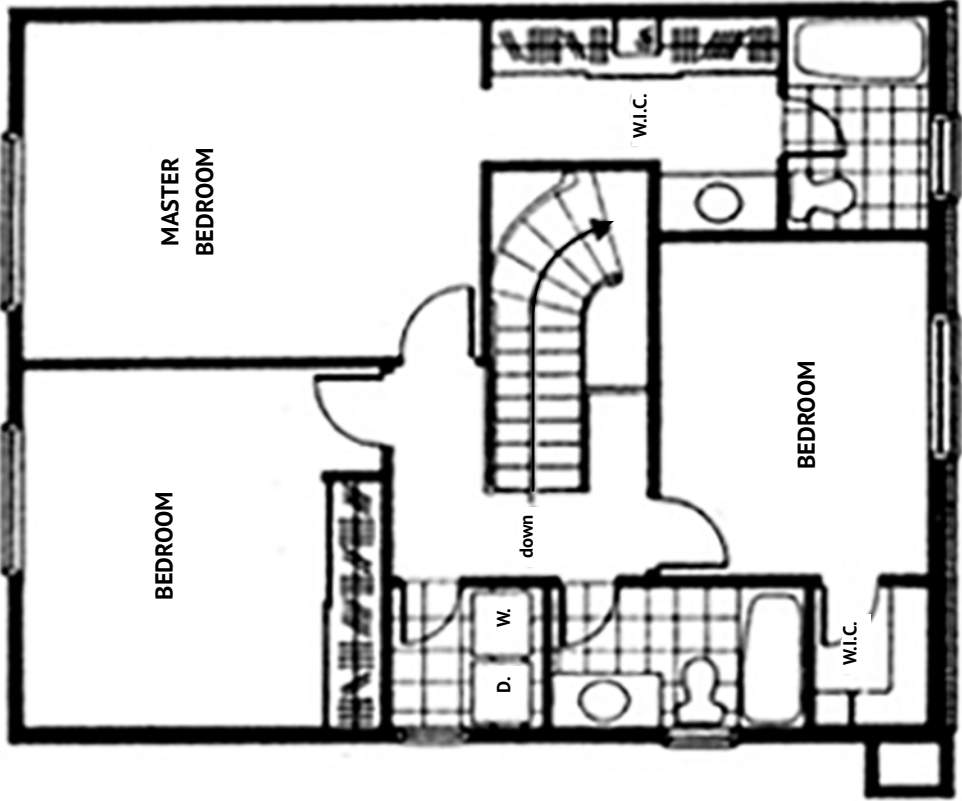


**House Sheet: '80s House. 2nd Floor**



ARTIST'S CONCEPT

"Hampton" 1980s house design taken from Minto's Contempos, Minto.com



SECOND FLOOR

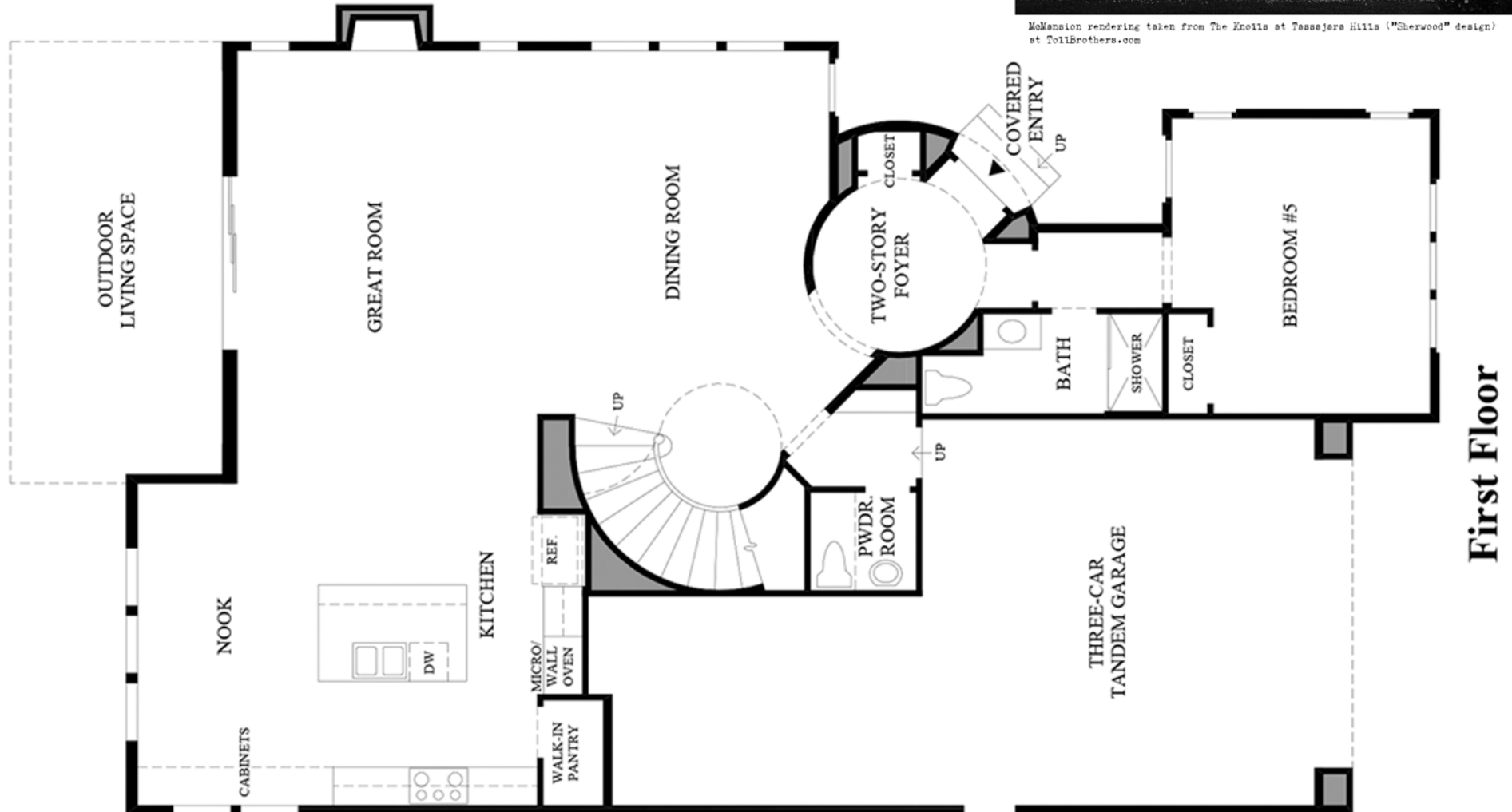
# House Sheet: McMansion, 1st Floor

## Problem Track

- 1. **Noisy:** Keep it down, why dontcha?
- 2. **Pet** (♦A-9, ♥A-4): You woke up the dog! Describe what happens.
- 3. **Human** (♦10-K, ♥5-10): You woke up the humans, but they haven't seen you yet. So far, they're fumbling around in the dark. Describe what happens.
- 4. **Panic!** (♥J-K) They've seen you! Cue the fast-paced banjo music (at least in your mind) and describe the mad chase through the various parts of the house. Get back to the ship somehow, easily or at a cost. Describe what happens.



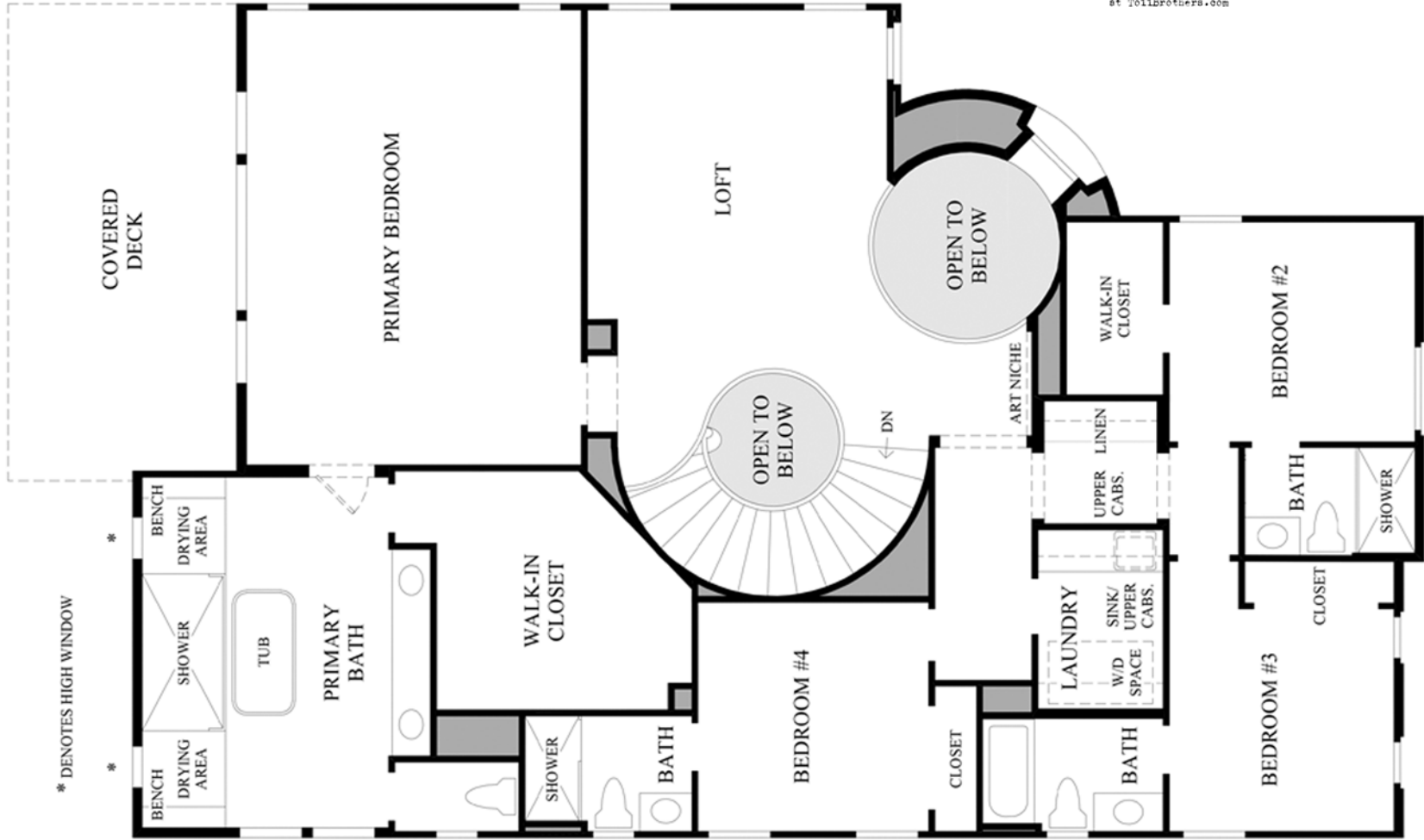
McMansion rendering taken from The Enolls at Tassajara Hills ("Sherwood" design) at Tollbrothers.com



# House Sheet: McMansion, 2nd Floor



McMansion rendering taken from The Knolls at Tessajers Hills ("Sherwood" design) at Tollbrothers.com



**Second Floor**

\* DENOTES HIGH WINDOW

\*

\*

# Squinty Pete



the Ambitious Possum

Cunning, Deft & Inspiring

Possum Pronouns: \_\_\_\_\_

Look:

- Gray & unkempt
- Perfectly spherical
- Fingerless black gloves

Personal Goal:

- Advance the cause of possumkind
- Do something no one would believe
- Steal something for your den

Relationships - Ask 1 of the animal to your left:

- You & I were the first to fly. How did we think of it?
- What have I promised to improve for possums? Have I come through?
- We were litter-mates. What secret do we share?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Cunning, Deft or Inspiring), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                                 |
|--|---------------------------------|
| 1. Use Trash in an impressive way                                      | <i>Cunning, Deft, Inspiring</i> |
| 2. Inspire other possums or conspicuously lead the way                 | <i>Cunning, Deft, Inspiring</i> |
| 3. Create a distraction  | <i>Cunning, Deft</i>            |
| 4. Use the ship's car, home appliance, or carnival ride in a showy way | <i>Deft, Inspiring</i>          |
| 5. Burn bridges, metaphorically speaking                               | <i>Cunning, Inspiring</i>       |
| 6. Fast-talk or confuse someone  | <i>Cunning</i>                  |
| 7. Wrap your tail around something or someone                          | <i>Deft</i>                     |
| 8. Be spectacularly acrobat  | <i>Inspiring</i>                |
| 9. Invent a new machine out of Trash                                   | <i>Cunning</i>                  |
| 10. Move yourself or the ship to a new place                           | <i>Deft</i>                     |
| 11. Bite off more than you can chew, like a possum should              | <i>Inspiring</i>                |
| 12. Faint  | -                               |

# Priscilla



the Brave Possum

Strong, Valiant and Persistent

Possum Pronouns: \_\_\_\_\_

Look:

- Bared teeth
- Tall as 2 possums stacked
- Biggest tail ever

Personal Goal:

- Steal something huge all by yourself
- Do a chivalrous deed
- Act like Bruce Willis from Die Hard

Relationships - Ask 1 of the animal to your left:

- You see me as a hero. How have I sometimes failed to live up to that?
- When did I take a beating for you?
- What feats of strength have I performed in the junkyard?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Strong, Valiant or Persistent), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                                    |
|--|------------------------------------|
| 1. Take the brunt of the blow  | <i>Persistent</i>                  |
| 2. Use the ship's car, home appliance, or carnival ride bravely        | <i>Valiant</i>                     |
| 3. Heave your weight against something                                 | <i>Strong</i>                      |
| 4. Draw attention to yourself  | <i>Persistent</i>                  |
| 5. Trundle quickly into the fray                                       | <i>Valiant</i>                     |
| 6. Hammer on something   | <i>Strong</i>                      |
| 7. Make a hole in something  | <i>Strong, Persistent</i>          |
| 8. Land smack in the middle of something                               | <i>Valiant, Persistent</i>         |
| 9. Throw Trash or Possum   | <i>Strong, Valiant</i>             |
| 10. Lead a charge or use your brawn to amplify another possum's Action | <i>Strong, Valiant, Persistent</i> |
| 11. Valiantly use Trash in a dangerous way                             | <i>Strong, Valiant, Persistent</i> |
| 12. Faint  | -                                  |



# Lazarus



the Clever Possum      Cunning, Inventive and Fearless

Possum Pronouns: \_\_\_\_\_

Look:

- Tool belt strapped to tail
- Darting eyes
- Secretly an Australian possum

Personal Goal:

- Test a new invention
- Execute a complex plan
- Find just the thing for your next project

Relationships - Ask 1 of the animal to your left:

- What recent contraption did I build for you? Did it help?
- What did I promise to make for you, & why can't I finish it?
- I keep tinkering with the ship. Does that make you more or less at ease?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Cunning, Inventive or Fearless), then roll and compare your result to the list below.

List of Actions (roll a d12):

1. Manipulate something tricky	Cunning, Fearless
2. Use the ship's car, home appliance, or carnival ride in an unexpected way	Cunning, Inventive
3. Use Trash for something clever	Cunning
4. Possum projectile	Fearless
5. Build a Rube Goldberg machine to do a thing	Inventive
6. Use a machine to make something frighteningly easy or to empower another possum	Cunning, Inventive, Fearless
7. Invent something new out of Trash	Cunning, Inventive, Fearless
8. Harness a force possums were not meant to meddle with	Inventive
9. Bash on something	Fearless
10. "If it doesn't fit, force it."	Inventive, Fearless
11. Reveal that things are not what they seemed	Cunning
12. Faint	-

# Virginia



the Possum with Joeys      Sneaky, Deft and Everywhere

Possum Pronouns: \_\_\_\_\_

Look:

- Always covered in joeys
- Wearing headphones like a switch-board operator
- Hasn't slept in weeks

Personal Goal:

- Teach your joeys a life lesson
- Steal something to make parenting easier
- Steal something for an older joey's care package

Relationships - Ask 1 of the animal to your left:

- What did my joeys once find for you?
- My joeys idolize you. How has that caused headaches for you?
- I raised you. What did I teach you that has stayed with you?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Sneaky, Deft or Everywhere), then roll and compare your result to the list below.

List of Actions (roll a d12):

1. Use multiple pieces of Trash at once	Everywhere
2. Pass something off to one of your kids	Sneaky
3. Climb a sheer surface	Deft
4. Use the ship's car, home appliance, or carnival ride with a lot of small hands	Deft
5. Wriggle inside somewhere	Sneaky
6. Hide yourself or Trash	Sneaky, Deft
7. Move undetected	Everywhere
8. Use your kids to set up yourself or another possum to do something	Sneaky, Deft, Everywhere
9. Use a piece of Trash your kids stole earlier	Sneaky, Deft, Everywhere
10. Grab onto one of your kids who have grabbed onto something else	Deft, Everywhere
11. Put one of your kids in the right place at the right time	Sneaky, Everywhere
12. Faint	-

# Zort



the Sleepy Possum Sneaky, Sensitive and Persistent

Possum Pronouns: \_\_\_\_\_

Look:

- Always half-lidded eyes
- Deceptively fast
- Mumbling

Personal Goal:

- Find a safe place for a quick nap
- Steal something small & meaningful
- Explore the house's hidden parts

Relationships - Ask 1 of the animal to your left:

- How does my sleepiness sometimes cause problems for you?
- I once had a dream about you that came to pass. What was it?
- I gave you a surprise gift once. How was it perfect for you?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Sneaky, Sensitive or Persistent), then roll and compare your result to the list below.

List of Actions (roll a d12):

1. Arrange things to your idiosyncratic taste	<i>Sensitive, Persistent</i>
2. Make a situation all about you	<i>Persistent</i>
3. Hide from danger until it has passed.	<i>Sneaky, Sensitive</i>
4. Acquire something another possum needs and pass it to them	<i>Sneaky, Sensitive, Persistent</i>
5. Put yourself at risk to get or use Trash	<i>Sneaky, Sensitive, Persistent</i>
6. Manipulate something tricky	<i>Sensitive</i>
7. Use Trash that may need more attention than you can give	<i>Sneaky, Persistent</i>
8. Crawl through a tight space	<i>Sneaky</i>
9. Use the ship's car, home appliance, or carnival ride recklessly	<i>Persistent</i>
10. Pretend to be asleep	<i>Sensitive</i>
11. Show up where you're least expected	<i>Sneaky</i>
12. Faint	-

# Gator



the Ferocious Possum Strong, Aggressive and Fearless

Possum Pronouns: \_\_\_\_\_

Look:

- One eared & scarred
- Short tail – long story
- Actually an armadillo, nobody harps on it

Personal Goal:

- Steal something nobody else could appreciate
- Take on overwhelming odds
- Find a reason to go berserk

Relationships - Ask 1 of the animal to your left:

- What happened the last time you got in my way?
- You saw me get a memorable scar once. What happened?
- What do you see in me that everyone else misses?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Strong, Aggressive or Fearless), then roll and compare your result to the list below.

List of Actions (roll a d12):

1. Fire ship's weapons/Make a weapon from Trash	<i>Strong, Fearless, Aggressive</i>
2. Make a hole in something	<i>Strong, Fearless</i>
3. Act like you're an alligator in a rat suit	<i>Strong, Fearless, Aggressive</i>
4. Attack someone, anyone	<i>Fearless, Aggressive</i>
5. Jettison or toss the first thing you see	<i>Strong</i>
6. Wreck something	<i>Strong, Aggressive</i>
7. Reach the end of a short fuse	<i>Fearless</i>
8. Use the ship's car, home appliance, or carnival ride with mean intent	<i>Aggressive</i>
9. Take a beating	<i>Strong</i>
10. Eat Trash you really shouldn't, with interesting effects	<i>Fearless</i>
11. Put your head through something	<i>Aggressive</i>
12. Faint	-

# Ratcliffe



the Sophisticated Rat

Deft, Gracious and Elegant

Rat Pronouns: \_\_\_\_\_

Look:

- Dazzling whiskers
- Sleek black fur
- Always preening

Personal Goal:

- Do something famous
- Be unflappable in a desperate situation
- Relive a story of adventures past

Relationships - Ask 1 of the animal to your left:

- I bring glamour to the junkyard. Do you like it or do you feel cynical about it?
- What beautiful thing did I steal or make for you?
- How have I expanded your horizons?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Deft, Gracious or Elegant), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                                |
|--|--------------------------------|
| 1. Use Trash in a tasteful way                                       | <i>Deft, Gracious, Elegant</i> |
| 2. Succeed without trying; make it look effortless                   | <i>Deft, Gracious, Elegant</i> |
| 3. Create a beautiful distraction                                    | <i>Deft, Gracious</i>          |
| 4. Use the ship's car, home appliance, or carnival ride flamboyantly | <i>Gracious, Elegant</i>       |
| 5. Invite trouble to tea   | <i>Deft, Elegant</i>           |
| 6. Be acrobatic  | <i>Deft</i>                    |
| 7. Evoke a nostalgic memory  | <i>Gracious</i>                |
| 8. Aim and launch something  | <i>Elegant</i>                 |
| 9. Rearrange things to another's liking                              | <i>Deft</i>                    |
| 10. Manipulate something tricky                                      | <i>Gracious</i>                |
| 11. Be polite to a fault   | <i>Elegant</i>                 |
| 12. Make things worse  | -                              |

# Dash



the Furtive Rat

Sneaky, Deft and Fast

Rat Pronouns: \_\_\_\_\_

Look:

- Always-twitching pink nose
- Nervous, darting eyes
- so smol

Personal Goal:

- Find or make the perfect hiding spot
- Steal something nobody else would understand
- Find out a secret about the house

Relationships - Ask 1 of the animal to your left:

- I'm shy around you. How have you drawn me out?
- How do I let you know I'm nearby without letting myself be seen?
- What did I once steal for you without you asking?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Sneaky, Deft or Fast), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                           |
|--|---------------------------|
| 1. Move undetected, without setting off traps                              | <i>Fast</i>               |
| 2. Wriggle inside somewhere  | <i>Deft</i>               |
| 3. Climb a sheer surface   | <i>Sneaky</i>             |
| 4. Hide yourself or Trash  | <i>Fast</i>               |
| 5. Use the ship's car, home appliance, or carnival ride deftly             | <i>Deft</i>               |
| 6. Use Trash in a blur, too quick to follow                                | <i>Sneaky</i>             |
| 7. Land lightly  | <i>Sneaky, Fast</i>       |
| 8. Show up unexpectedly  | <i>Deft, Fast</i>         |
| 9. Use grappling lines or jump   | <i>Sneaky, Deft</i>       |
| 10. From the shadows, orchestrate events for yourself or another animal    | <i>Sneaky, Deft, Fast</i> |
| 11. Reveal how you set up Trash earlier so it's useful in the nick of time | <i>Sneaky, Deft, Fast</i> |
| 12. Make things worse  | -                         |

# Spitfire



the Intrepid Pigeon

Brave, Fast and Daring

Pigeon Pronouns: \_\_\_\_\_

Look:

- Flight cap
- Firing sight strapped to beak
- Just the one foot

Personal Goal:

- Terrify the residents
- Win glory in battle
- Take out another aerial vehicle or animal

Relationships - Ask 1 of the animal to your left:

- I once came to your defense. Was that good or bad?
- One of my daring escapades once got you in trouble. What happened?
- I would go to war for you. How do you deal with that?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Brave, Fast or Daring), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |   |                            |
|---|----------------------------|
| 1. Use the ship's car, home appliance, or carnival ride in a heroic way   | <i>Brave, Daring</i>       |
| 2. Take flight before anyone can do anything                              | <i>Brave, Fast</i>         |
| 3. Draw attention to yourself   | <i>Brave</i>               |
| 4. Bombard something with Trash   | <i>Daring</i>              |
| 5. Barnstorm a hole through something                                     | <i>Fast</i>                |
| 6. Fly interference for another animal, or create an opening for yourself | <i>Brave, Fast, Daring</i> |
| 7. Use Trash in a spectacular way   | <i>Brave, Fast, Daring</i> |
| 8. Clutch something in your claws   | <i>Fast</i>                |
| 9. Leave wreckage in your wake  | <i>Daring</i>              |
| 10. Make an attack run  | <i>Fast, Daring</i>        |
| 11. Carry another animal  | <i>Brave</i>               |
| 12. Make things worse   | -                          |

# Kitty Hawk



the Aerobatic Pigeon

Graceful, Staring and Precise

Pigeon Pronouns: \_\_\_\_\_

Look:

- Perfectly trim gray feathers
- Bug-eyed, cannot blink
- Tiny rag for a dashing scarf

Personal Goal:

- Do a death-defying maneuver
- Make sure the residents see you flying
- Outmaneuver the other aerial creatures or vehicles

Relationships - Ask 1 of the animal to your left:

- My aerial stunts either fill you with wonder or annoy you. Why?
- What Trash did I bring back for you from my last flight?
- I'm always flitting around. How do you help me come back to earth?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Graceful, Staring or Precise), then roll and compare your result to the list below.

List of Actions (roll a d12):

- |  |                                   |
|--|-----------------------------------|
| 1. Carry another animal  | <i>Precise</i>                    |
| 2. Land lightly  | <i>Graceful</i>                   |
| 3. Use the ship's car, home appliance, or carnival ride in a perplexed way                   | <i>Staring</i>                    |
| 4. Use Trash with precision  | <i>Staring</i>                    |
| 5. Make a reconnaissance flight  | <i>Graceful</i>                   |
| 6. Discover something useful   | <i>Graceful, Staring</i>          |
| 7. Intercept something   | <i>Precise</i>                    |
| 8. Drop what another animal needs right in their lap, or find the perfect thing for yourself | <i>Graceful, Staring, Precise</i> |
| 9. Use Trash to pull off a neat trick  | <i>Graceful, Staring, Precise</i> |
| 10. Show up unexpectedly   | <i>Staring, Precise</i>           |
| 11. Study the meaning behind something   | <i>Graceful, Precise</i>          |
| 12. Make things worse  | -                                 |

# Inch



the Curious Roach

Sneaky, Sensitive and YOLO

Roach Pronouns: \_\_\_\_\_

Look:

- Extra-long antenna
- Domino-spotted black carapace
- Pearlescent roach wings

Personal Goal:

- Find a thing no one else knows is there
- Ally with the house's roaches
- Steal something small and meaningful

Relationships - Ask 1 of the animal to your left:

- Do you find me cute or disgusting? Why?
- When did I get into a tight space for you, and what for?
- I once sensed danger before anyone else. How did it help you?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Sneaky, Sensitive or YOLO), then roll and compare your result to the list below.

List of Actions (roll a d12):

1.	Infiltrate enemy territory	<i>Sensitive, YOLO</i>
2.	Drag something through a tight space	<i>YOLO</i>
3.	Drift on the wind	<i>Sneaky, Sensitive</i>
4.	Give another animal the Trash they need, or have the perfect Trash you need	<i>Sneaky, Sensitive, YOLO</i>
5.	Use Trash for something novel	<i>Sneaky, Sensitive, YOLO</i>
6.	Follow a smell	<i>Sensitive</i>
7.	Pick up a transmission on your antennae	<i>Sneaky, YOLO</i>
8.	Make contact with the local roaches	<i>Sneaky</i>
9.	Use the ship's car, home appliance, or carnival ride in a reckless way	<i>YOLO</i>
10.	Hide from the light	<i>Sensitive</i>
11.	Manipulate something tricky	<i>Sneaky</i>
12.	Make things worse	-

# Rad



the Indestructible Roach; Strong, Fearless and Persistent

Roach Pronouns: \_\_\_\_\_

Look:

- Fat Madagascar roach
- Dented brown carapace, still works
- Faint glow of radiation

Personal Goal:

- Come back from certain death
- Eat something nobody else could appreciate
- Steal something enormous

Relationships - Ask 1 of the animal to your left:

- You once saw me survive certain destruction. What happened?
- We were once rivals. How did our relationship change?
- Of all the roaches in the junkyard, I'm your favorite. Why?

What is one thing you want to steal, and how could that improve life in the junkyard?

On your turn, decide on a goal, declare your approach (Strong, Fearless or Persistent), then roll and compare your result to the list below.

List of Actions (roll a d12):

1.	Find yourself perfectly positioned, either for yourself or another animal	<i>Strong, Fearless, Persistent</i>
2.	Hiss to scare something away	<i>Strong, Fearless</i>
3.	Use Trash in a way that can't be undone	<i>Strong, Fearless, Persistent</i>
4.	Make a hole in something	<i>Fearless, Persistent</i>
5.	Use the ship's car, home appliance, or carnival ride powerfully	<i>Strong</i>
6.	Be creatively disgusting	<i>Strong, Persistent</i>
7.	Fly or crawl out in the open	<i>Fearless</i>
8.	Survive seemingly certain death	<i>Persistent</i>
9.	Lift something improbably big	<i>Strong</i>
10.	Attack someone, anyone	<i>Fearless</i>
11.	Lead a swarm of the local roaches	<i>Persistent</i>
12.	Make things worse	-