

Dr. Pietr Braincoral

You are Evil with a capital E. It is easy to tell that you are Evil because you speak in a German accent. Everyone who speaks with a German accent must be Evil. It's true. Well, except for **Doctor Hans Bert Moebius**. He only speaks with a slight German accent because he is reformed evil. Well, maybe you can find a way to push him back to the side of evil.

Your evil plan is to build an army of unstoppable robot fish, your **Brassy's Fish**. You already have one. You build him out of spare parts and the brain of former member of Scotland Lake, Victor Mackerel. Yes, you have made an intelligent robot by putting a fish's brain into the body of an automaton. Your work is still new, and you need to make sure that he works up to spec, put him through tests, check his loyalty.

You do know that your Brassy's Fish have one important flaw: they need to be wound every half-hour. If you do not wind your robot, he will freeze in place and be useless. You have started the game having just wound him. Regardless, there is a way to solve that problem: atomics. If you could just get your fins on a piece of uranium, you could make Brassy's Fish that never wind down.

You also need more brains. Luckily, you have a secret confederate in this, the lowlife dolphin, **Bottlenose**. Bottlenose has agreed to get you more brains in exchange for some bottles of alcohol you found near the docks. Soon your army of robots will be complete and you will take over the Thames! And from there, the world! Bwahahahahahahahahahahaha!

Of course, you also have other duties. You are the Minister of Invention, which means you serve **Queen Fishtoria** and the Prime Minnow directly. If they ask for an invention, you have to make one. Of course, that will end as soon as you rule the Thames.

The Thames doesn't have a Prime Minnow at the moment; the last one having dissolved Parliament recently. This means that any Member of Parliament can be Prime Minnow, even you. You understand there will be a vote later today, after the wedding. You will have to try to campaign.

After the vote, there will be a meeting of Parliament to deal with the demands of the Ambassadors, and various bills. See the Parliament info sheet for more information.

Of course, when you rule the waves, you can do away with Parliament if you see fit. Bwahahahahahahahahaha!

Fish Shticks

Clever Fish: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know, then that question didn't count. **You can do this twice.**

Weird Science: You may build three weird science devices.

Brassy's Fish: You may build Brassy's Fish. They are a weird science device of difficulty 10. They also require a fish brain.

Atomics: You may build a device using Uranium. Uranium is represented by a shiny silver Duplo brick. Note that there is only one piece of uranium in game, and that many characters want it and it can only be used once.

The Brassy's Fish

You are an automaton of science. You have no real emotions or feelings, just brass logic processors buried deep within your fins. You are a robot.

But still, strange glimpses of a past you have never known float through your head, the flotsam of your intellect. You vaguely recognize **Gregory Gravel**, but you are not sure why. Likewise, that young **Urchin** seems familiar, but you aren't sure how.

Young Urchin seems to have fallen in with a bad crowd. You do not trust that **Bottlenose** and **Menerva Lamprey** that she calls her friends. You know that it is important that you protect Urchin, but you do not know why.

Perhaps it is part of your programming. **Pietr Braincoral** has programmed a number of imperatives into your processing unit and you must obey them. They are:

1. Obey all commands by Pietr Braincoral. Obey the spirit of the command not the letter. Do not try to twist the commands or find an out.
2. Protect Pietr Braincoral, even if it means your destruction.

Hm, nothing in there about Urchin, or helping others. You feel generally inclined to assist others, but you aren't certain why. Also, you do not have to go out of your way to assist Braincoral if he didn't ask you. You don't resent Braincoral, or his complete control over you. That would require emotions of which you have none.

You are aware of a few flaws in your design. The first is that you are heavy. You are too heavy to swim very high, and can never get to the top of the Thames.

The second is that you wind down every half hour or so. You start the game fully wound, but keep track. If a half hour goes by and you haven't been wound then you wind down and are immobile until someone winds you.

You can talk, by the way. Many fish think that Brassy's Fish do not speak, but you do have that ability. You speak in a robotic voice.

You know that you are the vanguard of a new technology and that you need to make Dr. Braincoral proud of you. You will do your best to earn his pride.

Fish Shticks

A Big 'Un: You start the game with two extra Hit Points. This has already been calculated into the hit points you receive at game start.

Fighting Fish: You may always hold up to five fingers in combat no matter how many Hit Points you have.

Strong: You do one additional Hit Point in combat when you attack, even if your target held up the same number of fingers as you.

Metal Skin: You never take more than two damage in a round of combat no matter how much damage you would normally have taken.

The Brassy's Fish, Update 1

You have changed. Something has shifted in your programming. You now have emotions. You may feel. And you feel a profound sense of loss. You also care strongly for Urchin and want to protect her.

And when you talk you still talk in a robotic voice, but you can add emotion to it if possible.

You must still obey and protect Dr. Braincoral.

The Brassy's Fish Update 2

You remember now. You used to be Victor Mackerel. You worked with Gregory Gravel in Scotland Lake and you are Urchin's father, although you haven't seen her since she was born.

Someone knocked you out and when you woke up you were a Brassy's Fish. You remember everything.

Unfortunately, you must still obey and protect Dr. Braincoral. You cannot allow him to come to any harm and you must obey any direct orders to the best of your ability.

However, orders about your memory or alliances have no effect. He cannot order you to like him or forget who you were or dislike your former friends and family.

Lady Snootberry

You are rich, oh so very rich. You are a dowager. Your husband died two years ago under mysterious circumstances. Oh, the doctors said it was a heart attack, but you know better. It was *mysterious*.

Even two years later, you aren't quite out of mourning. However, during that time you have been being wooed by **Sir Archfiend**, for whom you care very very much.

In fact, you are going to be wed to Sir Archfiend this very day. Afterwards, he will have full access to your waters and riches and your title, making him Lord Archfiend.

Oh, he is not without his holdings; he owns a good deal of property in the Nile, where he is trying to build an underwater railway system. Also, he is well-connected politically, so that would give you more power, and that is always nice.

It is a good match.

Your friends are very happy for you. You are close friends with **Queen Fishtoria**, the leader of the Thames. She has been acting strangely lately, and you aren't sure why. You will have to speak to her and try to find out what is going on.

You are also close to **Charlotte Danfish**, the owner of the Red Lionfish Pub. That is because you are both members of the Sisterhood of the Eastern Starfish, an esoteric group that practices magic.

The Angler Church frowns upon magic and while you feel that **Archfishop Swimmer** would not mind too much, you are aware that **Fishop Scaryfish** would lock the two of you up if he knew that you practiced magic.

You know that Charlotte is worried about something esoteric as well. Perhaps you should talk to her about that as well.

You also need to prepare for the wedding. You need to find two bridesmaids and Sir Archfiend needs two groomsmen. You also need to ask a member of the clergy to perform the wedding. You would prefer Archfishop Swimmer. Oh, you probably should have taken care of these details earlier, but time slips away so quickly.

Ah well, it will be a beautiful wedding and you will have a long, happy life with Sir Archfiend, or as he will soon be known, Lord Snootberry.

Finally, you have heard tell that **Lady Kelpfish** has returned to the Thames after an extended trip to the Nile. Apparently, she is somewhat of an archaeologist, which isn't that scandalous.

What is scandalous is that she has returned without Lord Kelpfish. Rumour has it that he met with foul play and that she had something to do with it. You do not trust her.

Fish Shticks

Secret Stash: You have a secret stash of parts. You may get a part of a color you specify from the TMs. The TMs will decide the value of the part. You may do this three times during the game.

Feint: You take one Hit Point less damage in combat this round. You may only do this once.

Magic: You can do magic. To do magic, you must tell the TM what you want to accomplish, and perform a small, but entertaining ritual. Magic weakens you, and will cost 1 or 2 Hit points to cast a spell.

Sir Archfiend

You are one of the richest and most powerful fish in the Thames. However, you are not nearly rich nor powerful enough for your tastes. You want to be *the most* powerful and richest man in all of the river.

And you can do it too. You just have to time things right. First, you need to find the richest, most powerful lady fish in the Thames.

Aaaaaaand, done!

You have recently been courting the dowager **Lady Snootberry**, who lost her poor husband two years ago under what she claims is mysterious circumstances. You had nothing to do with that; you were visiting your holdings in the Nile at the time. More about that later.

In any case, you have been courting Lady Snootberry and the two of you are to be wed later today. It will be so romantic. And, when you marry her, you shall become Lord Snootberry.

Lady Snootberry is also very rich and well connected. She is a close personal friend of **Queen Fishtoria**, and has a great deal of personal wealth. With her wealth and title and connections added to your own, you will practically own the Thames.

However, the wedding has been so rushed that the two of you still need to work out some details. You need to find two groomsmen and Lady Snootberry needs two bridesmaids. You also need to ask a member of the clergy to perform the wedding. You would prefer **Fishop Scaryface**.

Of course, her lands and riches won't really revert to you until she dies. That's where step two comes in: kill Lady Snootberry.

You have employed the help of a lowlife dolphin named **Bottlenose** to do your dirty work. Once you are wed, you will have Bottlenose kill Lady Snootberry and dispose of the body. You will then get her lands (represented by her Secret Stash Shtick in the game) and you will still be a Lord. She will likely have a good deal of parts on her when she dies, so you need to make sure to get some of them back from Bottlenose. Maybe you keep half and he keeps half. You'll have to negotiate.

The next step is to finish your underwater railroad in the Nile. You have heard wind that there is a

special part in the Nile called uranium and all the scientists are clamoring for it. With an underwater railroad in place, you could easily transport fish who wish to seek their fortunes, and any fortunes you may find in your holdings in Africa.

Unfortunately, **Les Poissons** the snooty French ambassador from the Seine, also has holdings in the Nile, as does **Prince Lutefisk** of Sweden. You need to get their permission to build the railway through their sea beds.

Thus, getting the railroad finished is a three step process:

- Get 25 points worth of parts (of any color). This should be doable between what you have now and what you should get from Lady Snootberry.
- Make some sort of deal with Les Poissons and Prince Lutefisk so that you can build through their sea beds.
- Get permission from Parliament to build the railway.

This last step shouldn't be too hard. You are a member of Parliament after all. You could even be Prime Minnow. The Thames doesn't have a Prime Minnow at the moment; the last one dissolved Parliament recently. This means that any Member of Parliament can be Prime Minnow, even you. Especially you. You understand the vote will be later today, after the wedding. You will have to campaign.

After the vote, there will be a meeting of Parliament to deal with the demands of the Ambassadors, and various bills, including your railroad. See the Parliament info sheet for more information.

Fish Shticks

Secret Stash: You have a secret stash of parts. You may get a part of a color you specify from the TMs. The TMs will decide the value of the part. You may do this once during the game.

Poisonous: If you become incapacitated in a fight, all your opponents take 1 Hit Point Damage. You can only do this once.

Les Poissons

Zut A-lure. Sacre Blue. Mon Dooo. You are French and darn proud of it. You are the ambassador from the Seine and you are here to get your way from these English pig-dogs, er pig-dogfishes, even if it means war!

You are furious! You are infuriated! You are incensed! You are mad! The English have been harboring pirates. You are sure of it.

You see, you have a number of holding in the Nile in Africa. They produce minerals and plant life and such and are generally productive.

Recently, however, your holdings produced something magnifique: uranium. Uranium is a highly valuable mineral prized by scientists worldwide.

You were having some shipped to you personally when the ship was attacked by a strange contraption that actually floated above the waves. How could the fish survive out of the waters? How did their craft move?

All you know is that the craft fired down through the waves and expertly disabled the ship conveying your precious uranium. The crew of the strange craft spoke English and they quickly and efficiently stripped the ship of its cargo.

It was the English. You are certain of it. The fish spoke English and they carried themselves like Thamesians. You don't know if they were working directly for **Queen Fishtoria** or if they are just being harbored here, but you want justice.

You want to see the pirates hooked for their crimes, and tossed out of the Thames. You would like the return of your uranium, but you would settle for reparations.

But you need to make yourself clear to the Members of Parliament: you consider the attack of your ship a Caustic Belly, an act of war. If you are not placated, there will be war between England and France. You will get more

information about Parliament in the Parliament information sheet.

It would be nice to get some allies in this war against the Thames. One prospect is **Prince Lutefisk** of Sweden. Unfortunately you and he have a history. Many years ago, you both fell in love with the same lady fish in Paris. While you were adversaries for quite some time, it was long ago. Perhaps he has moved on.

You also want to get the German ambassador, **Die Fische**, on your side. That shouldn't be too difficult. You are old friends and he hates the English. Still, you need to convince him to put his resources on your side.

But enough about your work. There is also your personal life. You are a passionate French fish after all, and you have found a fish who is as lovely as she is charming. Her name is **Lady Snootberry**.

You wish to woo her. You wish to wed her. You love her with all of your little fishy heart. There is only one problem. She is due to be married today to **Sir Archfiend**. You *must* stop the wedding. You *must* get her to see the light. You two were meant for each other. She will be yours!

Fish Shticks

Clever Fish: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know, then that question didn't count. You may only do this once.

Secret Stash: You have a secret stash of parts. You may get a part of a color you specify from the TMs. The TMs will decide the value of the part. You may do this twice during the game.

Die Fische

You are Eeeeeeeevil. It is easy to tell that you are Evil because you speak in a German accent. Everyone who speaks with a German accent must be Evil. It's true. Well, except for **Doctor Hans Bert Moebius**. He only speaks with a slight German accent because he is reformed evil. But, you sir, *you* are Evil.

You are also the German Ambassador to the Thames. You come from the Danube, the bluest river in the world, much nicer than this filthy Thames. You like to lord it over the fish here how much better your native waters are.

You are also somewhat wealthy, and you would like to sponsor inventors. You want them to make evil devices, of course. And that brings us right back to your old "friend," the inventor Doctor Hans Bert Moebius.

Doctor Moebius used to be evil, just like you, but one day he decided to give that up and move to England and become good. But you still have the details and proof of his former crimes, and he has to do what you say or you will turn him over to **Gregory Gravel** of Scotland Lake where he will certainly be in hot water.

Ironically, you have managed to completely keep your fins clean. Well, that isn't really irony, but the point remains that he has no such leverage on you. And as an ambassador, the worst Scotland Lake can do to you is send you home. And that would be an international incident, a "caustic belly" or act of war.

So, Moebius must do what you want. How wonderfully evil. And you do want something. Very much.

You are aware that **Doctor Pietr Braincoral** has recently unveiled the **Brassy's Fish**. You want to get this mechanical marvel back to Germany where it can be reverse engineered and then rebuilt to be loyal to you. This won't be easy. You need to find a way to get it out of The Thames without anyone noticing. Maybe Moebius could build you something.

Or, or maybe you could contact those strange Sea Pirates you've heard about. You hear that have a strange ship that actually floats *on* the water. How do they breathe? You have heard that **Menerva Lamprey** can put you in touch with the Sea Pirates.

In the meantime, you will have to use your close proximity to the Brassy's Fish to examine it. You wonder if it could answer questions...

You also are aware that your old friend **Les Poissons** is in river as well. Les has done quite well for himself, becoming the new French ambassador. You will have to see how he is doing. He was always so amusing back then.

You also want to keep tabs on Parliament. Your Parliament info sheet will tell you more.

Fish Shticks:

Denied!: You may keep another character from using one of his or her Shticks. If the other Shtick can only be done once, then that doesn't count as their use of the Shtick. You may only do this once.

Hide: You can hide so that no other fish can see you (but the Hands still can). Show this Shtick to any Fish who sees you. This lasts for five minutes or if you join a fight or if you are grabbed by the Hands. You may only do this once.

Queen Fishtoria

You are the royal ruler of The Thames. Your subjects, all manner of sea life, adore you. And you are well loved in the rivers, lakes, and oceans around the world. The sunfish never sets on your most august empire.

Yet you are sad. Your beloved Prince Whalebert died several years ago, and you never really recovered from the loss. Oh, you have your friends like **Lady Snootberry**, **Ian Dunross-Fish**, and **The Watchfish**. But you can never really be with your people.

Also, of late your **There is nothing wrong with you in any way** funny, and that has been **You are fine** you. You have been having strange lapses of **Nothing**. It isn't anything you can put words to, more of a feeling in the back of your mind. Really, **You are certain that you are fine and there is nothing to be concerned about**.

You would like to talk to your friends about your troubles, but whenever you do so, you **Realize that everything is fine and you do not need to worry or confide in anyone**.

So, putting your troubles out of your mind, you managed to find a new suitor. While nobody could really replace Prince Whalebert, you have **Become quite fond of Ian Dunross-Fish**.

Why, you might even be in love with him. Because of this, **You must do whatever he says no matter what and you are never ever suspicious of him because you**

love him so much. He is so dear, bringing you presents and doting on you so much. You **Love** him.

There is also politics to deal with. The people will be voting on a new Prime Minnow today, since the last one dissolved Parliament. You hope that **Ian Dunross-Fish** wins and will campaign for him. After the election, there will be a session of Parliament, and while you cannot vote, you can still attend and give your opinions.

Fish Shticks

Brain Hiccough: Every half hour or so, you must do something weird and random. Afterwards, you either have no memory of the action, or you remember it as something that made sense to do and will defend your action via whatever illogic you wish to use. Your choice.

Must Obey Ian Dunross-Fish: You must love him and must obey him and can neither think nor speak ill of him. Example: "oh, you have proof that Dunross-Fish did this to me? Why that darling fish. I am so glad he decided to do this, and I'm sure he did it for my best interests. I love him so."

Queen of the Thames: You may make a request of another character and that character must do as you ask as long as it doesn't mean leaving The Tank. You may only do this once. You may only use this on citizens of the Thames, even Ian Dunross-Fish.

Understand Humans: You understand what those strange creatures who live outside of the Thames are saying! They will still talk gibberish, but you may always ask for a translation.

Ian Dunross-Fish

You understand the way things should be. You have seen the future, and the future is technology. And you know that whoever leads in the forefront of technology will rule the waves.

You imagine a vast future utopia, a technocracy where the most brilliant of fish rule, as it should be. And since you are, indeed, the most brilliant of fish, you would naturally be the leader.

To this end, you have just formed an organization called the Society of Perch and Limpets (SPL), as the Perch and the Limpet are the most scientific of all sea animals. It is to be a society of inventors. However, at the moment you are the sole member.

You are not without allies, however. You have been courting **Queen Fishtoria** herself and have gotten her to come around to your way of thinking.

You have done this, of course, by implanting a device of your own design in her head. You call it a “chip.” It allows her to think more rationally, to be more intelligent, and to obey your every word.

Unfortunately, making the chip took most of your resources. It would take 9 points worth of parts to build another one. That shouldn’t be that hard to obtain. Finding more inventors to join the SPL may be more difficult.

For one thing, **Lady Kelpfish** has expressed interest in your society. She has recently returned from an archeological dig in the Red Sea and is without friends and allies. She would be an excellent addition to the SPL.

You also have two additional main prospects: **Doctor Piotr Braincoral** and **Doctor Hans George Mobius**. Both are gifted scientists. It might be easier to get them to join the SPL and then have them help you put chips into other fish’s heads.

You can envision it though. Some day there will be fish with chips all over London, and then the world.

You do have a secondary prospect though. It has come to your attention that there is a young

Urchin who is an amazing scientist. She can apparently build things by instinct without really knowing what she is doing. She must be yours.

You also have other plans. You would like the SPL to become the official advisory committee to the Queen. While Fishtoria is more than willing to allow that, you need to get permission from Parliament. So, as a member of Parliament, you have sponsored a bill to that effect.

Yes, you are a member of Parliament, with all its rank and privileges. You could even become Prime Minnow. The Thames doesn’t have a Prime Minnow at the moment; the last one dissolved Parliament recently. This means that any Member of Parliament can be Prime Minnow, even you. Especially you. You understand the vote will be later today. You will have to campaign, or at least chip some fish.

After the vote, there will be a meeting of Parliament to deal with the demands of the Ambassadors, and various bills, including your advisory committee. See the Parliament info sheet for more information.

Fish Shticks

Healing: You can heal any other fish who has lost all of its Hit Points back up to one Hit Point. Get a Hit Point from a TM.

Smart Fish: After speaking with another fish for five minutes, you may ask that fish one yes/no question that must be answered truthfully. If the fish doesn’t know, then that question didn’t count. You can only do this once.

Weird Science: You may build three weird science devices.

Chips: You may build any number of SPL chips that you wish. They are difficulty 9.

Gregory Gravel

These are dangerous times in the Thames, and the fish need someone to protect them. That is your job. You are the head of Scotland Lake. You are a stonefish and your name is Gregory Gravel.

You will not give up. You will not let go. You will clamp on tight to your case and will not let up until justice has been done. You fight for what is right and honest and good. You are the law. You serve Queen and River.

But not everyone obeys the law. That's where you come in. You arrest the wrongdoers and put them away. And there are many many criminals out there. Your job is not easy, but it must be done.

Take those strange Sea Pirates, for example. You have heard rumours of them. They use a strange contraption that floats on top of the water. They attack submersible ships and steal their cargo. Nobody knows how they do it or who they are. But it is your job to stop them.

Your sources tell you that they have already attacked the holdings of **Archfishop Swimmer** of the Angler Church. You will need to start there.

Of course, things will be difficult without your partner, **Victor Mackerel**. You don't know what happened to him. He disappeared without a trace. You suspect foul play, but then you *always* suspect foul play. You need to do some investigation.

At least you aren't alone. Although you disapprove of vigilantes, you have the aid of the mysterious **Watchfish**, an inventor and adventurer. The Watchfish is one of the most loyal fish of the Empire. You are glad that he's on your side.

At least you think he is. You don't actually trust him. You don't trust anyone. Some might call that paranoid, but you have been betrayed before. And that's why you still keep a secret dossier on him like everyone else.

You also want to talk to **Barblethroat Carpetshark** who is a Member of Parliament. Carpetshark is working on Eelish Home Rule. You are half Eelish on your mother's side and would like to see if there is any way you could assist.

Regardless, dealing with finding Mackerel and the Sea Pirates would normally be enough for you, but you are aware that Queen Fishtoria plans to be around her subjects today. That's always dangerous. You'll have to be on fin to protect her. And then, of course, there is all the crime you don't even know about yet. Oh, are you going to be busy. Ah well, as they say, "a policeman's lot is not a happy one."

Fish Shticks:

A Big 'Un: You start the game with two extra Hit Points.

Fighting Fish: You may always hold up to five fingers in combat no matter how many Hit Points you have.

Clamp: You do one point of damage in a finger fling if the defender holds up the same number of fingers you do. You may only do this for one combat, but it lasts the entire combat.

Smart Fish: After speaking with another fish for five minutes, you may ask that fish one yes/no question that must be answered truthfully. If the fish doesn't know, then that question didn't count. You may only do this once.

Urchin

You are young, still a child. And sad to say you lost your family quite some years ago. Your mother died when you were born. Your father, not knowing what to do with you, sent you to an orphanage.

But you escaped and started living in the sea beds near the docks, in the bad part of town. You were scared and frightened, but you were eventually befriended by **Bottlenose**, a dolphin who is down on his luck.

Bottlenose is great. You think of him as your uncle. He defends you when you are in danger and he brings you things to brighten your day.

You especially like shiny things, not just because they are pretty, but because you can put them together and make them do things. Your uncle says you are a gifted inventor, but you just like to put things together.

One thing you have built recently was *The Fishbowl*. It's a special kind of ship that floats on top of the water instead of underneath it. It has a big bowl of water in it so fish can survive living out of the sea.

Your uncle was really excited about your invention, so he contacted his friend **Menerva Lamprey** to let her know the good news.

Miss Lamprey – you like her – suggested that you all go for a ride and see what *The Fishbowl* could do. It was fun. You took *The Fishbowl* over a kelp farm and dropped down on it and made the farmers give you their kelp and valuables.

Then you snuck over an underwater ship traveling from far away and dropped down on it and made them give you their cargo and valuables. They spoke a strange language, like the one **Les Poissons** speaks sometimes.

You hope to go riding more with Bottlenose and Miss Lamprey. You also hope that your uncle will give you more shiny things to build with as you're almost out.

You have other friends too. For example, you like to build things with **Hans Bert Moebius**. He has often talked about taking you away from the docks, but it's where you live. Where else could you go?

Finally, something weird happened the other day. You wanted a bit of chocolate that had fallen into the Thames near the docks, but it was too far away. You concentrated on it and suddenly the currents made it float up and come to you. You were so surprised that you almost forgot to eat the chocolate. You haven't told anyone, and you aren't sure if you could do it again. But it was weird.

Fish Shticks:

Weird Science: You may build any number of weird science devices.

Atomics: You may build a device using Uranium. Uranium is represented by a shiny silver Duplo brick. Note that there is only one piece of uranium in game, and that many characters want it and it can only be used once.

Hide: You can hide so that no other fish can see you (but the Hands still can). This lasts for five minutes or if you join a fight or if you are grabbed by the Hands. You may only do this once.

Magic: In character, you do not know that you can do this. You can do magic. To do magic, you must tell the TM what you want to accomplish, and perform a small, but entertaining ritual. Magic weakens you, and will cost 1 or 2 Hit Points to cast a spell.

Bottlenose

You are a dolphin, one of the bravest, strongest, most able dolphins to swim the seven seas. Unfortunately, you also happen to be a disreputable drunk and an all-round ne'er-do-well. Ah well, to each his own, eh?

You have never been able to hold a job but for your drinking. You drink away your pay and then drink more, and you end up losing your job. Eventually, you ended up a thief in the docks.

You thought you had hit rock bottom, and perhaps you had, but you met the one who could be your savior there, your “niece” **Urchin**.

Oh, Urchin isn't actually your niece. She is an orphan who ran away from the orphanage. You adopted her, and protect her. It is well known that if anyone tried to harm Urchin, your revenge would not be pleasant.

But still you need resources, now more than ever. So, when Urchin built *The Fishbowl*, you immediately went to your good friend **Menerva Lamprey** for advice. *The Fishbowl* is a fantastic ship. It floats on top of the water instead of underneath. It holds water in it so that you can still breathe. It is amazing.

Menerva is the head of the criminal underwater, and also a close personal friend. She suggested that *The Fishbowl* be used for piracy and it seemed like a good idea, so off you went.

You took *The Fishbowl* over a kelp farm and dropped down on it and made the farmers give you their kelp and valuables. It worked perfectly.

Next you tried an underwater ship traveling from France. They were so surprised when you dropped from above they were easily persuaded to give you their cargo and valuables. Unfortunately, those things were both long enough ago that you have already spent and drunk away your loot.

That's the one problem you have with Menerva, actually. She doesn't like you drinking and won't let you drink when you work for her. She will try to stop you whenever you want a drink, like now. You are out of alcohol and that makes you grumpy. You need to find a way to get more without Menerva knowing.

Luckily, you should be in for quite a bit of money today. You have made an arrangement with **Doctor Pietr Braincoral** who needs to bring him unconscious fish for him to dispose of for some sort of project.

And, you have made an arrangement with **Sir Archfiend** to, ah, dispose of **Lady Snootberry** after they get married. Sir Archfiend will pay you in parts, but Doctor Braincoral will pay you in booze. Wonderful.

And you can always give the parts to Urchin who is a whiz bang inventor. And, apparently something else. The other day you caught her moving something with her mind. Is she some sort of weird magic user? You'll have to learn more.

Special Note: When you fight, you have a gun that shoots driftwood tipped bullets. Your friend, **The Watchfish**, chides you about this. He doesn't know that you're a criminal, otherwise he might just arrest you.

Fish Shticks

A Big 'Un: You start the game with two extra Hit Points.

Fighting Fish: You may always hold up to five fingers in combat no matter how many Hit Points you have.

Shoot: You may do an unstoppable attack that does 1 Hit Point of damage before the combat starts.

Menerva Lamprey

You are not a nice fish. Oh, you are perfectly charming and pleasant to be around. You are quite the catch, *but* you are a criminal.

But you are no mere common criminal, you are the head of a vast criminal underwater here in the Thames: you are Professor Herringbone, the secret leader of the underwater.

But more than that, you are the leader of the Sea Pirates. A while back, your friend **Bottlenose** the dolphin, brought you to an invention created by his niece, **Urchin**.

It was a strange craft that floated on top of the water. It had a container with water in it so you could breath. Urchin called it *The Fishbowl*. It is amazing.

You immediately saw the potential in such a craft: piracy. And under your command, *The Fishbowl* sailed away.

You took *The Fishbowl* over a kelp farm and dropped down on it and made the farmers give you their kelp and valuables. It worked perfectly.

Next you tried an underwater ship traveling from France. They were so surprised when you dropped from above they were easily persuaded to give you their cargo and valuables. You still have a bright shiny brick that you suspect can be used in weird science. You want to try to discreetly sell it to the highest bidder.

You also are worried about Urchin. You know that Bottlenose is not the best guardian for his niece. Bottlenose drinks far too much to be responsible. So, for Urchin's own good, you would like to adopt her. You have not yet broached that idea to Urchin.

You have other issues as well.

For example, your hold on the Underwater is tenuous at best. Your old rival, **Charlotte Danfish**, was the daughter of the previous Professor Herringbone and wants the title from you.

The only way to settle this is a duel until one of you relents. You will have to get Urchin to build you some sort of device to help you.

Or maybe you could look to your secret lover for help. You have been having a secret affair with **Barbelthroat Carpetshark** for whom you work at the Rio Grande Embassy brothel. It is quite scandalous and you have been very careful. He doesn't know that you are Professor Herringbone, of course. He thinks you are a simple streetswimmer, a ladyfish of the evening. If only he knew the truth. Ah well, that's love for you.

Fish Shticks:

Regenerate: Five minutes after a combat ends, if you have been left incapacitated, you gain back 1 Hit Point. Get it from the TM. You may only do this once.

Duel: You may challenge a specific fish to a duel. No other fish may interfere when fighting the duel. You may only do this once.

Dodge: When you defend in combat, if you hold up 1 finger different from your opponent, you take no damage. You may only do this once.

Secret Stash: You have a secret stash of parts. You may get a part of a color you specify from the TMs. The TMs will decide the value of the part. You may do this twice during the game. This represents the resources of Professor Herringbone and you lose this Shtick if you lose the title.

Charlotte Danfish

You are many things. In no particular order, you are:

- The owner of the Red Lionfish Pub, a fine purveyor of Spirits.
- The daughter of the former Professor Herringbone, the previous leader of the criminal underwater.
- A member of the Sisterhood of the Eastern Starfish, an esoteric order.
- The Magical Protector of The Thames.

How you came to be the owner of the Red Lionfish Pub is a long and complex backstory that we don't really have room for here. Instead, just make something up.

However, it is important to note that the Red Lionfish is in direct competition with the Rio Grande Embassy which not only serves alcohol but also Ladyfish of the Evening.

You have vague memories of your father, Professor Herringbone. He taught you some of the ways of the criminal, and said that when he died, you would be the next Professor Herringbone.

However, he disappeared one day, and **Menerva Lamprey** took over his criminal empire. You want your birthright. Unfortunately, the only way to get it is to challenge her to a duel, and she is a better fighter than you. Well, at least you have magic on your side.

That is because you are the Magical Protector of The Thames. You are not entirely certain what the title entails, but you know it means that you must defeat the evil Fishop of Puddles by the end of the day. You aren't certain who the Fishop of Puddles is, but the smart money is on **Fishop Scaryfish**. Too bad you have no proof.

But of course you cannot just kill him. No, the Fishop of Puddles is a sort of magical entity that will just jump to another body. Instead you have to do a sort of magic ritual with two other fish.

Unfortunately, the only other fish you know of with weird magical powers is **Lady Snootberry**, the other member of the Sisterhood of the Eastern Starfish. But there must be a third fish somewhere. Providence wouldn't have put you in this situation without giving you a means to solve it, right?

Maybe you could ask your friend **Archfishop Swimmer** for help. Although the Angler church is officially against magic, Archfishop Swimmer doesn't exactly see eye to eye with this decision.

You also have a friend in **Hans Bert Moebius**. He is a down on his luck inventor that often frequents the Red Lionfish pub.

Ah well, once you have defeated the Fishop of Puddles and regained your birthright, all will be well in the Thames again. You hope.

Note: You start the game with alcohol which you may give away or sell.

Fish Shticks

Magic: You can do magic. To do magic, you must tell the TM what you want to accomplish, and perform a small, but entertaining ritual. Magic weakens you, and will cost 1 or 2 Hit points to cast a spell.

Eerie Mental Powers: You may make a request of another character and that character must do as you ask as long as it doesn't mean leaving The Thames. You can only do this once. This will not work on the Fishop of Puddles or other fish with Magic.

Archfishop Swimmer

You are the leader of the Angler church, a good pious and holy fish who cares deeply for his school and all the sea life of the Thames and around the seven seas.

Also, you are visited by the Angelfish, specifically the Archanglefish Reefial. Reefial gives you instructions and advice so that you can better serve the will of Cod.

Of late, Reefial has been warning you about a dark, inky spirit that has invaded the Thames. It is a purely evil malevolent spirit that wants to control the world. It seeks power and you have been tasked by Cod to stop it.

There is another in The Thames, a powerful protector whose job it is to cast a ritual to stop the spirit, but you must use the will of Cod to rally the strong fish of the Thames from keeping the evil spirit from attacking the ritual.

And you must be careful. Right now the spirit is in one fish, and is controlling him, but the spirit could jump at any time. Unfortunately, you do not know which fish the spirit is in and you do not know the name of the Magical Protector of the Thames.

This is troubling.

But then again, these are troubling times we swim in. For example, you have holdings in the Nile, a kelp farm that feeds the indigenous fish there.

You care greatly for the fish of the Nile. You know that there is a slavery ring that captures these fish and you have been trying to stop it, but you have never been able to find their leader. You are sure he must be in the Thames somewhere.

But even if that wasn't bad enough, your kelp farm was attacked recently by Sea Pirates. They had a strange ship that floated on top of the water and attacked your kelp farm from above. Your workers there never had a chance. You need to find a way to stop these terrible prates before they strike again.

You may have one recourse. As Archfishop, you are also a Member of Parliament. You may be able to use the services of Scotland Lake to assist you. You will need to discuss this with the head of Scotland Lake, **Gregory Gravel**.

There will also be a meeting of Parliament later today. You should probably discuss the positions of the church with **Fishop Scaryfish**. Scaryfish is far more conservative than you, but he has a good heart and does want what is best for the fish of the Thames.

Fish Shticks:

Commune with Reefial: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know, then that question didn't count. You may only do this once.

Laying on of Fins: You can heal any other fish who has lost all of its Hit Points back up to one Hit Point. Get a Hit Point from a TM.

Fishop Scaryfish

At first you just thought that you were harsh but fair. You thought that you knew what was best for the fish of the Thames, and that due to your position of Fishop of the Angler Church you were able to help those in need.

You knew, for example, that magic was wrong, that it came from an infernal source that drew fish away from Cod. You had sermons on the evil of technologies as well, disturbed at how technology was spiraling away from fishkind's ability to control it. Even today, you worry that the **Brassy's Fish** created by **Doctor Pietr Braincoral** is an affront against Cod.

You truly thought you were holier than others. Oh, how you were wrong.

You know now that your opinions don't truly stem from you. No, you have been taken over by an evil spirit known as The Fishop of Puddles. It has hardened your heart and made you cruel and scary.

And even though you are now aware of it, you must obey the spirit lest it jump to another fish and make that fish its slave. It could turn a weak minded fish into a killing machine. You must avoid that at all costs. But the spirit wants to rule the Thames and is making you work toward that goal.

And because of that, you are trying to become Archfishop. It is fairly easy to do so. You have two ways that could happen. The first would be doing away with **Archfishop Swimmer**, although he is a good fish and you would hate for him to have to fall. You do know of a dolphin named **Bottlenose** who would be more than willing to do the job, though.

The second way is more complex. There is an election for Prime Minnow of the Thames today. The Prime Minnow may

appoint a new Archfishop. You could convince the winner to appoint you somehow, *or* you could become the new Prime Minnow and appoint yourself. While it is unprecedented, it is legal to be both Prime Minnow and Archfishop. And it would please the Fishop of Puddles immensely.

Oh how you long for your life before you were taken over. You were a lowlife fish exploring the strange tunnels in the bed of the Thames. You weren't just any lowlife fish, though, you were the leader of the underworld, the former Professor Herringbone.

You even had a daughter who you were training to take over your criminal empire someday: **Charlotte Danfish**. But then you got taken over, although at the time you thought you had found your calling, and changed your name and joined the Angler Church.

To this day, Charlotte doesn't know that you are her father. And you have lost track of who the current Professor Herringbone is, although you know it isn't her. You would like to find a way to help Charlotte regain the title. You'll have to be subtle so she doesn't clue in to your secret.

Fish Shticks:

Eerie Mental Powers: You may make a request of another character and that character must do as you ask as long as it doesn't mean leaving The Tank. You can only do this once. This will not work on Charlotte Danfish or Archfishop Swimmer.

Spines: If you take two or more Hit Points of damage in one round of fighting, your attackers all take 1 Hit Point of damage. You can only do this once.

The Watchfish

You are an adventurer, like your father was before you. He only left you one thing before he mysteriously vanished two years ago: a pocket watch. You have a long, colorful story of the origins of the pocket watch. Go ahead and make it up. Go wild. It's not like fish have pockets anyway.

You are also an inventor, and a damn good one at that. You like to build amusing things, but are not above making useful items when needed.

But most of all, you are a hero. You fight evil in all its forms. You are loyal to Queen and River and will gladly die to protect **Queen Fishtoria** from the evils of the seas.

And you know that she is in danger. You have a sixth sense that tells you so. She is in danger and you need to protect her. A lot.

You also want to help **Gregory Gravel** of Scotland Lake. His police force seems to be short lately, so you have offered your services as a sort of consulting detective/adventurer.

But you cannot go it alone. You need help. You need allies. You need a team. You wish to create the League of Dangerous Fish (LDF). You are looking for members.

You have considered **Bottlenose**, a dolphin with whom you have a friendly rivalry. You chide him about the driftwood tipped bullets he shoots.

You know that he also drinks a great deal, but we all have our vices. You like to spend your time at the Rio Grande Embassy brothel in the private company of ladyfish.

You have also considered **Doctor Hans Bert Moebius**, a down on his luck inventor from the Danube. He is not as good an adventurer than you, but he is a better

inventor and can build dangerous gadgets. You will have to speak to him.

But you have other issues as well. You are a Member of Parliament. While you do not care for politics, today is fairly important. Today the Thames will be electing the Prime Minnow. You have considered throwing your hat into the ring. You'll have to canvas the populace and see what they think.

There will be a meeting of Parliament directly following the election. See your information sheet for more, well, information.

You are also concerned with Moronvia, a fictional nation on the Baltic Sea. You are close friends with the former Queen of Moronvia, and you fear she may have fallen to a bad end. Apparently Moronvia was recently invaded by Sweden even though they do not actually share a border.

While freeing the Moronvians from the yoke of oppression may not be possible without going to war with Sweden, perhaps you could find a way to provide aid to the fish of Moronvia and their refugees.

But in the meantime you will have to busy yourself with fighting evil and having adventures.

Fish Shticks:

Weird Science: You may build two weird science devices.

A Big 'Un: You start the game with two extra Hit Points.

Pinch: You may do an unstoppable attack that does 1 Hit Point of damage before the combat starts.

Dodge: When you defend in combat, if you hold up 1 finger different from your opponent, you take no damage.

Doctor Hans Bert Moebius

Ach du lieber. Life is not good. You are originally from Germany and speak with a slight German accent. This means that you used to be evil as everyone who speaks with a German accent must be evil, and you used to be quite the evil fish.

But you thought that you had put that life of evil behind you. You used to sabotage inventions and arm savages and cause chaos and panic around the world.

But then you came to London and started making friends, good – as opposed to close – friends like **Charlotte Danfish** and **The Watchfish**. They taught you that being good and kind and helpful was better than being nasty and evil and rotten and you vowed to put your evil ways and your accent behind you.

But it's never that simple is it? Being evil is easy. It's easier to get what you want done if you can take shortcuts. It's easier to win if you can make the other fish lose. And being evil is fun. Sure there's some reward to helping fish in need, but there's a good laugh in kicking a fish when he's down too.

And even though you know that in your heart of hearts you want out, every time you try, they keep pulling you back.

For example, the German ambassador, **Die Fische**, has come into the Thames. He knows all about your past crimes and is holding them above you to make you do what he wants.

If you do not obey Die Fische, he will report you to **Gregory Gravel** of Scotland Lake and you will be hooked, or tossed out of the Thames, or sent to Botany Bay. And not only is his fins clean in his crimes, he has diplomatic immunity anyway. You are trapped.

Of late you have taken to drinking away your troubles in the Red Lionfish Pub. But you know that isn't a solution. You must just keep doing good to atone for all the evil you have done.

For example, you have befriended young **Urchin**, a genius inventor child who lives near the docks. You have been trying to teach Urchin to do good, and you have finally come to a decision.

The life near the docks is not one for a young orphan. Urchin will just grow into a common criminal unless she is taken away from all that. You want to adopt her as your daughter and keep her from evil, even though evil is more fun.

Fish Shitcks:

Weird Science: You may build three weird science devices.

Atomics: You may build a device using Uranium. Uranium is represented by a shiny silver Duplo brick. Note that there is only one piece of uranium in game, and that many characters want it and it can only be used once.

Sabotage: You may cause a weird science device built during the game to stop working. You may not use this on devices built *before* the game started. You may do this once.

Pick Pocket: You may pick the pocket of another fish and get a random piece of flotsam. You may do this twice. See a TM to do the actual pickpocketing.

Prince Lutefisk

You are the Prince of Sweden here as ambassador to the Thames. Yes, you are a Swedish Fish. Sweet! (And chewy).

You are well known as a philanthropist, a kind fish, and a fish who has concerns for all living things. You carefully cultivate this identity so that it is easier to backstab other fish behind the scenes.

For example, you have holdings in the Nile, acres of sea bed that you use for farming, hunting, and mining. You treat the natives there well; just ask any of the many expeditions that have been to your sea beds.

In actuality, you make sure you know of their travel routes and clean up the villages beforehand. You treat the filthy native fish that live on your sea beds with contempt. They live in squalor. You sell off their best male fish as slaves. You are secretly responsible for everything that is wrong in Africa.

And nobody knows. And even if they did, you're a prince and they are savage fish. What could anyone ever do to you?

But that is not all. Your country has recently conquered the fictional nation of Moronvia. Moronvia is just on the coast of the Baltic Sea, and has important uranium mines. You don't know what uranium is, really, but you know that scientists like it a lot.

The British cannot do anything to make your country give up the Moronvia seas without defeating Sweden in war, and you quite doubt that they would consider going to war over Moronvia. Nobody cares about Moronvia, well nobody that *matters* anyway.

So you are sitting pretty except for one little detail. Unfortunately, someone discovered

your slavery operations two years ago: Lord Kelpfish. You had him murdered, but his wife, **Lady Kelpfish**, is back in the Thames. You don't know how much she knows about her husband's discovery. You should keep an eye on her.

Finally, you know that the French ambassador, **Les Poissons** wishes to speak to you. You have never really gotten along well with Poissons. Many years ago, the two of you fell in love with the same ladyfish in Paris. You have been adversaries for quite some time. Still, it may be amusing to hear what he has to say.

You'll also want to keep your fin in British politics. You know that they will be electing a Prime Minnow today and will be having a meeting of Parliament. You will have to make sure that the interests of Sweden are well represented in both events.

Fish Shticks:

Feint: You take one Hit Point less damage in combat this round. You may only do this once.

Poisonous: If you become incapacitated in a fight, all your opponents take 1 Hit Point Damage. You may only do this once.

Clever Fish: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know, then that question didn't count. You may only do this once.

Lady Kelpfish

You have just returned to The Thames from your trip to the Nile and the Red Sea. You are an archaeologist and an inventor. While you are glad to be back in the Thames, you return home without friends and allies.

You are already aware that **Lady Snootberry** mistrusts you. You are a potential rival to her political power. You also know that you have a secret enemy.

While you were in the Nile, your husband, Lord Kelpfish discovered evidence of a massive slavery ring. He had even discovered the true identity of the mastermind behind it.

Unfortunately, said mastermind had him killed two years ago. You don't have the proof your husband had, but you know that the mastermind supposedly traveled across the European continent and occasionally was in the Thames. Now that you have returned home, you are a potential target of the mastermind's minions.

And so you need allies. Because of this, you have asked **Ian Dunross-Fish** to join his Society of Perch and Limpets (SPL). You understand that you will have to undergo some secret process to join, but you are ok with that. The process will make you a better inventor and investigator and that is important to you.

With the allies of the SPL and your new abilities, you should be able to determine the identity of the fish who killed your husband and be able to defend yourself better when he – or she – comes for you.

You are also interested in continuing working on your inventions. Unlike most inventors, you deal with biological inventions created with seaweed.

You could make, for example, a watchdogfish of sorts out of seaweed. It could follow your orders and guard you against dangers. That would be worthwhile.

One last thing. While in the Nile, you were visited by a strange fish, who claimed he was the magical guardian of the Nile. He wanted to thank you for helping to find and deal with the slaver. He placed a gift inside you, saying that it will be useful when you returned to the Thames. He wouldn't tell you what it was, though. (Note from the TMs: there is no need to bug the TMs. Your gift will become obvious when it happens.)

Fish Shticks:

Clever Fish: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know, then that question didn't count. You may only do this once.

Weird Science: You may build one weird science device. If it is a seaweed creature, then at least half the pieces must be green.

Assist: You may play this Shtick to count as the use of someone else's "You may only do this once" Shtick. That fish gets one more use of its Shtick. You may only do this once.

Lady Kelpfish, Update

You now have an SPL chip in your head. You must now obey Ian Dunross-Fish. Not only that, you can neither think nor speak ill of him, no matter what. Example: “oh, you have proof that Dunross-Fish did something to my brain? Why that wonderful fish. I am so glad he decided to do this, and I’m sure he did it for my best interests.”

Also, you now have the following Fish Shticks, in addition to the ones you started the game with.

Smart Fish: After speaking with another fish for five minutes, you may ask that fish one yes/no question that must be answered truthfully. If the fish doesn’t know, then that question didn’t count. You may only do this once.

Weird Science: You may build three weird science devices (total, including the one you already could have build). If they are seaweed creatures, then at least half the pieces must be green.

Barbelthroat Carpetshark

No, really, it's a kind of fish. Search wikipedia if you don't believe me.

Despite your fierce sounding name, you're as gentle as a catfish. You are quite the liberal, actually, working to support the rights of the common fish.

And while it is true that you have quite the scandalous background – for example you own and run the notable brothel, the Rio Grande Embassy – the working fish love you and keep electing you to Parliament to represent them. And you earnestly do your best.

Your current cause is that of Eelish home rule. You are half Eelish on your mother's side and you feel deeply for these fish. You want to see the fish of the emerald loch have their own rule and be free. You have your work cut out for you. Most other fish do not agree with you.

The toughest worm to catch is **Sir Archfiend**. He doesn't care about the plight of the common fish at all. He is more concerned with empire building and his holdings in the Nile. Well, there must be a way to convince him.

There will be a meeting of Parliament today, directly following the vote for Prime Minnow. The previous Prime Minnow dissolved Parliament, so the fish of the Thames must vote on a new Prime Minnow.

This is an excellent chance to improve the prestige of the Liberal party. You will need to convince the fish of the Thames that you are the one to be the next Prime Minnow.

Of course, you also have your personal concerns to see to. The Rio Grande Embassy has a friendly rivalry with the Red Lionfish Pub, so you'll want to put on quite the spread.

You also have a non-romantic affair with one of your ladyfishes, **Menerva Lamprey**. Menerva works at the Rio Grande, but you two also have a special relationship. And because of that, you look out after her personal interests and she looks out after yours. You ought to catch up with her. She has been out of town a great deal lately.

You also might want to see how your best customer, **The Watchfish**, is doing. He comes to the Rio Grande often, and especially likes the ladies.

But other than that, it's mostly a day of politics for you.

Fish Shticks:

Assist: You may play this Shtick to count as the use of someone else's "You can only do this once" Shtick. That fish gets one more use of its Shtick. You may only do this once.

Secret Stash: You have a secret stash of food. You can turn this Shtick in to a TM for two pieces of food. Food can be used to get more Hit Points. You may only do this once.

Additional Brassy's Fish

You have no memories of your previous character. You have, essentially, a new character with a new mindset and new abilities.

You are an automaton of science. You have no real emotions or feelings, just brass logic processors buried deep within your fins. You are a robot.

Pietr Braincoral has programmed a number of imperatives into your processing unit and you must obey them. They are:

1. Obey all commands by Pietr Braincoral. Obey the spirit of the command not the letter. Do not try to twist the commands or find an out.
2. Protect Pietr Braincoral, even if it means your destruction.

You do not have to go out of your way to assist Braincoral if he didn't ask you. You don't resent Braincoral, or his complete control over you. That would require emotions of which you have none.

You are aware of a few flaws in your design. The first is that you are heavy. You are too heavy to swim very high, and can never get to the top of the Thames.

The second is that you wind down every half hour or so. You start fully wound, but keep track. If a half hour goes by and you haven't been wound then you wind down and are immobile until someone winds you.

You can talk, by the way. Many fish think that Brassy's Fish do not speak, but you do have that ability. You speak in a robotic voice.

You know that you are the vanguard of a new technology and that you need to make Dr. Braincoral proud of you. You will do your best to earn his pride.

Fish Shticks

A Big 'Un: You start the game with two extra Hit Points. This has already been calculated into the hit points you receive at game start.

Fighting Fish: You may always hold up to five fingers in combat no matter how many Hit Points you have.

Strong: You do one additional Hit Point in combat when you attack, even if your target held up the same number of fingers as you.

Metal Skin: You never take more than two damage in a round of combat no matter how much damage you would normally have taken.