

## Paul The Pufferfish

There you were, swimming through the sea when suddenly you found yourself tangled in some sort of net. You tried desperately to escape, but it was no use.

You found yourself being pulled out of the sea and into a small holding pool of water.

And then from there you were put into the Tank. You don't know anyone here or what is going on. All you know is that you want to get back home.

You noticed a few things on the way to The Tank here. There was a long pole with a hook on it in the corner of the area outside of the Tank. Also, what looked to be a bologna sandwich (don't ask how you'd know what a bologna sandwich is). You also saw a box of large plastic bags. You could guide someone to these things if they could leave The Tank.

Perhaps the best way to make friends would be to regale the fish here with tales of the sea. They all seem so desperate to learn of the sea. Maybe you can help.

*Note: You should start the game by being thrown into the Tank by the Hands. Follow all safety rules when doing this.*

*Afterwards, you will recognize Barb. You had a fling with her back when the two of you lived in the sea. She disappeared. You always thought that she left you, but maybe she got caught in the nets too.*

### Fish Shticks:

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

**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 can 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 can only do this once.

## Sting Ray

Life is pain. Pain, misery, and despair. That is what life is.

And angst. Life is angst too. Pain, misery, despair, and angst. Oh, you are so full of angst.

You are a poet. You are a dark artist, mirroring the dark, shallow depths of the fish soul. You are a goth fish.

You have several goth friends in your clique. There is Rumblefish, a clown fish who knows there is nothing funny about life.

There is Bane who has taken on every aspect of the goth fish scene. And there is Gilly; she dresses like a goth, and goes to all the goth events, but she doesn't really have the goth attitude. She is not nearly miserable enough.

The four of you go to school together. You don't like school and your least favorite teacher is The Brain Coral, a know-it-all who thinks all of his students are dumb. You aren't dumb; you just see the darkness that envelopes everyone's soles.

You look to your friends for support. You have begun playing a roleplaying game entitled "Candiru: The Camouflage." The Candiru is a vampiric fish that feeds on the blood of other fish.

The Camouflage is the way that the candiru keeps from being found out. Were it known that there really are vampiric fish, you would all be destroyed. Well, if you were vampiric fish, which you aren't. It's all a game, really.

You are the Storyteller, meaning that you are in charge of the big fish stories that the group of you collectively tell.

The natural enemy of the candiru is the Weregull, a hideous creature that is fish by day and seagull by night. You have a cool module planned for today where the group meets and has to fight a weregull. You need to find someone to play the weregull. Maybe you could ask one of the other fish in school. If they don't make fun of you, that is. Life is pain.

### Fish Shticks

**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 can only do this once.

**Sting:** You may do an unstoppable attack that does 1 Hit Point of damage before the combat starts. You can only do this twice.

## The Brain Coral

You are, perhaps, the smartest being in The Tank. You are 100% Brain and 5% Brawn. That equals 105% which just shows how exceptional you really are. You are one of the teachers of the Fish School in the Tank. You teach Advanced Mathematics, and General Science.

But you tire of this ruse, sitting here in a corner of The Tank. Tank? Hah! It is a prison, a foul jail in which you and the other fish rot every day and every night.

You must escape. You must be free. You have plans. Every day and every night, you plan your escape, the first step in your plan to **take over the world!** Yes! You have some assistance in this. At first, you only had one confidant, an annoyingly stupid fish named Sinker.

Sinker cannot even add two and two (four), but he has the mobility and the prowess to be a fine fighter, and a decent minion. At least when you can keep his mind on his work.

However, you have recently been aided by one of your students, a fish named Ginger. Ginger is a young fish, a member of an obnoxious band of some sort, but she is clever and has some ideas and is mobile.

You have begun your latest plan to escape The Tank. You have observed that when a Hand removes a fish from The Tank, it places the fish in an environmentally controlled portable habitat.

You wish to obtain these portable habitats for yourself. You may then use them to allow yourself, and others, to breathe, and then may simply roll the habitats to the See. Brilliance.

In the meantime, you still must keep pretences of being a simple teacher in the Fish School. Today is the day of the big test. You have five questions to ask your students. If they get more than one wrong, they fail.

Your questions are, in order:

1. What is Two Plus Two? (four)
2. What external organs of a fish allow it to breathe under water? (gills)
3. What is the area of a right triangle that has legs of Five inches and Seven inches? ( $17\frac{1}{2}$  inches)
4. What degree angles have the same sine and cosine? ( $45^\circ$ )
5. How many protons does the element Neptunium have? (93)

### Fish Shticks

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

**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 only do this once.**

## Rumblefish

You are a clown fish. Everyone expects you to be funny, but you aren't really. You hate them all, especially the ones that tease you about being a clown. You do have some friends, though. There's Sting Ray who is a goth and the Storyteller for your roleplaying game, "Candiru: The Camouflage." The Candiru is a vampiric fish that feeds on the blood of other fish.

The Camouflage is the way that the candiru keeps from being found out. Were it known that there really are vampiric fish, you would all be destroyed. Well, if you were vampiric fish, which you aren't. It's all a game, really.

Gilly also plays the game; she's a cute female goth fish, but she doesn't really act goth. Being goth is all about weaing black and silver. You're even thinking of getting a fish hook piercing. Gilly is always happy and Sting Ray is always depressed. You're not sure which way goth is supposed to be.

You really like Gilly a lot, though. The best thing about being a goth is that it impresses hot goth fish, like Gilly. She is really very cute and you'd like her to be your girlfriend.

Then there is Bane, another clownfish like you. He is really into the goth scene and the camouflage. Sometimes you even think that he thinks that he's an actual candiru. He's weird.

Your closest friend, however, is Reefer. Reefer's mom doesn't like you very much, and says that you're a bad influence. Bah. Just because you're a clown fish. That's discrimination. Reefer and you are trying to start a band with another fish named Ginger. You play water guitar and are the lead singer. You want to rehearse today, and you still need to decide on a name for the band.

You all go to school together. You have two teachers: The Brain Coral and Sharkey McLean. The Brain Coral is mean and Miss McLean is just strange. She's a vegetarian shark. Creepy. Unfortunately, today is the day of the big test. You haven't really studied and are a little nervous. Maybe you could study with Rumblefish, or Gilly.

It's good to work with other people. You've developed a reputation for being a tough fighter, but, really, you're a clown fish and couldn't handle yourself in a fight if you tried.

### Fish Shticks

**Secret Stash:** You have a secret stash of food. You can turn this Shtick in to a TM for two pieces of food. You can 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 can only do this once.

## Bane

Why is it that nobody understands you? It's very simple, really. You aren't boring, everyday Bane, the Clownfish. You are Bane Draggigion, secretly a Dragonfish. You cannot tell anyone that you are a Dragonfish, not even your friends. They wouldn't understand. They are too *mundane* for that.

You have the perfect disguise, though. You are disguised as a Candiru, a Vampire Fish. There are vampire fish all around you, but they are camouflaged. The Camouflage is one of the most important aspects of being a vampire fish. If the regular fish knew that you were secretly a vampire, they would try to bread you, the only sure way to destroy a candiru.

You have formed a reef with other candiru in the Tank. There is Sting Ray who is your leader and gives you missions. Sting Ray has a mission for you today. You'll have to hear more about it.

There is Rumblefish, who is your best fighter. Well, you would be the best fighter if you were allowed to, but then the others would know that you were more than a mere fish, and they would try to bread you or something.

Finally, there is Gilly. Gilly is a cute goth fish, and your favorite of the other candiru. Dragons always have a soft spot for fair maidens and you want to make sure that she is protected.

In fact, you'd like to ask Gilly out on a date, but you are a bit nervous. Maybe you should ask one of your friends or teachers for advice.

You see, you also go to school with your friends and a few other fish – like Reefer who always makes fun of you, oh if only he knew you were secretly a Dragon.

You get along well with your teachers. The Brain Coral is tough but fair, but miss Sharky McLean is really nice. You might want to ask her about dating tips. Meanwhile, the big test is today, and you probably should study for it. You're not too worried, though. Dragons are naturally gifted.

### 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 during the game.

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

### Out of Game Note

Your character is slightly deluded. Your character is actually a fantasy roleplayer who has gotten caught up in the fantasy. Just a head's up.

## Gilly

Wow. You love being a clown fish. Life is fun and wonderful here in The Tank. Sure you have to go to school with your friends, and the big test is today, but you like your teachers, and you always *always* take a positive attitude.

You aren't too worried about the big test. The Brain Coral seems like a gruff teacher, but deep down he's a big softie. And Sharkey McLean is a vegetarian. Isn't that wonderful? She so loves her fellow fish that she refuses to eat them.

And you have plenty of friends. First there is your roleplaying group. You get together every week to play Candiru: The Camouflage. The Candiru is more commonly known as the Vampire Fish and the point of the game is that you all are in disguise so that regular fish don't know that there are vampire fish out there. It's fun to pretend and wear cool costumes.

The fish story teller for your group is Sting Ray who makes up the adventures your group goes on. He has an adventure planned for today and you cannot wait. It will be so much fun!

Then there are the other players, Rumblefish and Bane. They are cool to hang around with and always have fun ideas. You like your friends.

The one fish you don't like is Rumblefish's friend, Reefer. He is bad news. He does drugs. And you think he cheats at school. You think that he's a bad influence on Rumblefish and wish he would leave him alone. Rumblefish is so sweet and caring, except when Reefer is around, then he puts on this tough guy image, which really bothers you.

You also have an extracurricular project. You work to help the disabled, those poor fish who have been injured or have other problems. You help two fish.

First, there is the Ghost Fish. He's a very old fish from someplace called the Caves. He's completely blind; in fact he doesn't even have eyes. You help him get around the Tank and act as his seeing eye fish.

Then there is Ace, the Flying Fish. He had a terrible trauma before he came to The Tank, and sometimes he has trouble coping with Tank life. You try to help him as best you can.

### 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 can only do this once.

**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.

## Mudskipper

You want to believe.

When you were just a tot, you had an abduction experience. Giant hands lifted you from your home and placed you elsewhere. You have come to recognize where the hands are from. No fish could have made these hands. They are your alien keepers and they take fish away to outer space.

You have committed yourself utterly to proving that this is true. You have joined forces with a partner, Skullfish, who does not believe in the supernatural, and together you are the X-Fish.

Your purpose is quite simple: investigate the supernatural, solve supernatural mysteries, and end the alien tyranny of The Hands.

There are a number of supernatural mysteries these days. The first is the disappearing fish. Over the course of the past few nights, fish have been mysteriously disappearing from the Tank. They haven't been taken by the Hands; the Hands never strike at night.

You believe that there is a supernatural monster, a Gull, that is sneaking in and eating the fish. The Gull is a giant, neither fish nor Hand, that flies through the air above the Tank and swoops in and eats unsuspecting fish.

The Gull was obviously attracted to your weird Alien prison. So many fish in such a tempting holding pen. But, what you cannot figure out is why no fish has seen or heard the Gull. But you have proof! A feather, a genuine Gull feather. Skullfish scoffs.

There is only one way to stop a weregull. It must be pierced by a hook made of the purest silver (or silver colored metal). This will destroy the weregull.

You have further proof of alien visitation. You have found a piece of shell with odd alien markings on them. You have been unable to decipher them, but you are convinced that the Hands have an alien ally in the Tank.

You have not shown the shell to Skullfish, but you feel you should. The trick is to do so privately, so the alien sympathizers do not catch you.

You will prove that there are aliens and you will defeat the Tyranny of the Hands! The X-Fish shall be victorious!

### Fish Shticks

**Leave The Tank:** You may leave the Tank and survive for five minutes. You can only do this once.

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

## Skullfish

*A skullfish is the term whalers give to a whale more than two years old. You are proud of your accomplishments and do not let others make any derogatory remarks about your weight and age.*

You are, perhaps, one of the smartest fishes in The Tank. While The Brain Coral may have more knowledge, you easily beat him in deductive reasoning.

Yet somehow you have managed to allow yourself to be teamed up with an insane fish named Mudskipper. Mudskipper believes that natural occurrences such as the Hands are alien phenomena. He works hard to prove himself correct and you work hard to prove the truth. Together you are the X-Fish.

Your purpose is quite simple: examine and disprove so-called supernatural phenomena. The problem is that Mudskipper was born without that healthy dose of skepticism one needs to truly examine the world around him. So you have to be skeptical for two.

While Mudskipper is always concerned about the "alien tyranny" of The Hands, your latest case involves the number of fish that go missing every night.

Mudskipper believes that it is a were-gull, a strange monster that is half fish, half fowl, and that swoops in to kill fish every night. This might just possibly be the stupidest idea you've ever heard.

Unfortunately, you do not have the facts to form a better hypothesis, but you are fairly certain that whatever it is has to be something more *normal* than a were-gull.

Well, you should get to investigating. With Mudskipper's enthusiasm, he's a tough fish to reel in.

### Fish Shticks

**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.

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

## Cutty Shark

*You can't take it anymore!*

Your wife, Sharkey McLean, is insane. She is driving you to drink. She has repressed her true shark-like ways and become... a vegetarian!

Can't she see that she is starving herself? Can't she see what this is doing to your marriage? But nooooo, "fish are our friends," she says. She will not eat fish.

And what's worse is that she won't let you eat fish. Not a delicious halibut, not a tender trout. Not a morsel. It's enough to make a fish drink. So you do. A lot.

You get most of your alcohol from Hook, a pirate fish who gets you rum from the south seas. However, his supplies are running low, so you have also been getting Ace, the Flying Fish, to bring you liquor from outside The Tank.

The liquor has been addling your mind. You've been seeing things. For example, last night, you saw a great white bird with black wings circle The Tank and dive in and eat up a fish.

You could swear that when you look at that old fish from the Ozarks, you can see right through him.

And you seem to remember that pirate ship crashing into the Tank one night, but nobody else seems to remember that at all.

Further, since you've been drinking, the strange noises of the creatures that live outside the Tank have been making sense to you. Well, you know *what* they're saying, but you don't know what half of it means.

You also have a plan. Fish are out, but you could feast well on one of those strange creatures that live outside the Tank. You need to convince Ace to fly out and fetch you a stick with a hook on it and maybe some bait then you can go "fishing for humans." Mmmmm. That sounds delicious.

And now you've found a strange shell with writing on it. You can't make heads nor tailfins of it. It's obviously important somehow, but you just don't know what it says. You need a drink.

*Note: You must consume alcohol during every feeding or you freak out. See a TM if you freak out. It won't be pretty.*

### Fish Shticks

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

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

## Sharkey McLean

Like wow, you are trying to usher in a new, golden age of shark-kind. You know what you need to do to bring sharks to this new golden age. They need to stop eating their friends.

You have become the world's first shark vegetarian. You eat nothing but kelp, seaweed, larp (a sort of Vietnamese salad\*), and sea cucumbers.

As an added benefit, you've been losing weight.

You've been trying to convince your husband, Cutty Shark, that he needs to try your new diet, but he is far more traditional than you and he will have little to do with it. He doesn't eat fish when you are around, but you think he might be sneaking fish when you aren't looking.

And the problem is that you are very busy, so you there is a lot of time when you aren't looking.

For one thing, you teach school. You have a number of good students whom you care for very much. You want to be a good teacher and know that shaping young minds is an awesome responsibility.

Today is the day of the big test. You teach art and language and The Brain Coral teaches math and science.

The problem is that you are such a scatterbrain, that you have lost your answer key. Without the key, you won't know the answers to your test questions (even if you, the player, know the answers). The questions are:

1. And, but, and or are all what parts of speech? (conjunctions)
2. What is an armature used for in sculpting? (a supporting core framework)
3. What punctuation mark joins two independent clauses? (semicolon)
4. What is the term for a group of jellyfish? (a smack)
5. In watercolors, what does a salt lift do? (produce texture)

### 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.

**Fish Food:** Every time you eat an incapacitated fish, you gain a Hit Point.

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\* It's true, really. If you do a Google search on LARP and PRAWN you get 10 times the hits of Vietnamese restaurants than you do for this game.

## Linefish

You're just a linefish for the county. You have an older brother, Hook, and a younger brother, Sinker. You're the "normal" one.

Hook is a pirate. He dreams of swimming the seven seas in search of treasure. And while he is not responsible for the sunken ship at the bottom of The Tank, he is convinced that he can salvage treasure from it.

Sinker is as dumb as a bag of rocks. He works as a minion of the Brain Coral, which is about the only job he could get.

And you, you're a fairly normal fish, about as normal as a fish can get.

Except for your dark and horrible secret.

Whenever the starfish are right, you turn into a twisted, horrible creature: a weregull.

The curse of the weregull causes you to become a monstrous, horrible creature that flies above the Tank swooping in on fish and eating them. You must have eaten ten other fish this past month alone.

You aren't sure what to do. You surely can't tell other fish, but you can tell that you will be turning into a weregull soon.

You are fairly sure that there is a cure, but you have no idea what it might be. There are some pretty clever fish in the Tank, like The Brain Coral or Skullfish, maybe you could ask them obliquely if they had any idea of what to do or if they knew any cures of evil, horrible curses.

### Fish Shticks

**Slippery:** You can slip out of the Hands if you are grabbed. You can only do this once.

**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 can only do this once.

## Reefer

It's not easy being an adolescent fish. Your mother, Barb, just doesn't understand, and your father is gone. You are on your own.

You don't even have a lot of friends. You have two close friends: Rumblefish is pretty tough and likes to get into fights and Ginger is a cool female fish.

The three of you have formed a band. You are the lead singer and play water guitar. Ginger plays drums.

You're pretty decent, but you haven't figured out what to name the band yet. You should come to an agreement about that, soon.

In the meantime, you have to deal with school. All young fish have to go to school. You *hate* school. You have been cutting classes and ditching to try to avoid school.

You've even turned to drugs to keep your mind off your problems. You take them whenever you feel blue, but you only have one dose left.

You get your drugs around. You can get another dose from the TMs any time you like, but each dose costs 2 Hit Points or 2 Food. Hey, it ain't cheap.

You have a big test today that you just aren't looking forward to. But if you don't ace it, you'll fail school and have to be left back. You need to pass.

You've decided to cheat and want Rumblefish to help you. You know that one of your teachers, Sharkey McLean couldn't remember the answers without the answer key, so you plan to steal it from her while Rumblefish distracts her. It'll be easy. Then you can learn the answers and get someone to return to key to her. Then you'll ace the test and life will be good.

### Fish Shticks

**Drugs:** While on drugs, you feel no pain. Each dose of drugs allows you to ignore the effects of any one Fish Shtick played on you.

**Theft:** You can steal things from other fish. You can do this twice during the game. You must touch your target. See the TM to handle the theft and see what you've got. *Note: Most fish do not carry things.*

## Barb

It isn't easy being a single mother fish. Especially when your son is such a handful. In retrospect you shouldn't have named him Reefer (after the coral reef where you met his father).

Paul The Pufferfish was such a wonderful fish. The two of you were in love, but you came upon the wrong side of a net and were captured and taken to The Tank.

You were able to salvage one of your eggs and when it hatched, you named your child Reefer. You never saw Paul again; you don't even think he knows about the children.

You have been raising Reefer by yourself in The Tank. It isn't easy and while you always thought that you would be a good mother, lately you haven't been so sure.

Reefer hasn't been doing well in school. And he's been hanging out with disreputable fish like Rumblefish. He's even in a band.

But the worst thing is what you discovered yesterday. Drugs. You found drugs in Reefer's band gear. Your son is doing drugs.

You are at your wits end. What do you do? How do you handle this situation? Your ninja training never prepared you for this.

Yes, the one secret that you have from your son and your former lover, and, well, from everyone, is that you are a master of ninjitsu, a ninja.

There are very few ninja fish, a secret brotherhood, and you are certain that you are the only ninja fish in The Tank.

But you have a problem. You have tried to keep your Ninja powers secret, but recently, one of the fish in the Tank, Hook, declared that he was a Pirate.

The Pirate is the ancient enemy of the Ninja. Surely the two of you are destined for battle. It must happen. You will be sneaky and stealthy, but you **must** eliminate this Pirate menace for the good of the whole Tank.

### Fish Shticks

**The Fin of Death:** You may make a special, unstoppable, attack that does three Hit Points of damage. Do this instead of doing Finger Flings for your attack. **You can only do this once.**

**Ninja Defense:** 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.**

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

## Ginger Fish

Fish are meant to be free, not swimming in a prison like this. You all deserve to be in the See, not the Tank. And you *will* find a way out!

You have been working with your teacher The Brain Coral to find a weakness to this prison of yours. There must be a way out. There must be.

The Brain Coral has a new plan,. He's always coming up with plans, but his idiotic assistant Sinker always messes things up.

This will be the first time you've been allowed to help, but you haven't had time to hear what the plan is yet. You've been too busy.

First off, there are your studies. You are in School with a number of other fish. You have to work hard to be the best student you can. Knowledge is important.

You have a big test today that you need to prepare for. The Brain Coral teaches math and science and Sharkey McLean teaches art and language. You need to know all these things. Knowledge is power.

You also are in a band. You have formed a band with your two friends, Rumblefish and Reefer. You play drums. You're not too happy about having to hang out with the two most disreputable fish in the Tank, but they're the only ones who can play water guitar and the aren't bad fish when you get to know them.

The only speck in your ointment is Gilly. All the other fish moon over Gilly as if she was the best fish ever.

And she's completely oblivious to it. Hello? You're a cute adolescent fish too, and *you* know when to stop using eyeliner.

It is so frustrating, especially since you are way smarter than Gilly, too.

Ah well, there's other fish in the Sea. You'll just have to find them when you get there.

### 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 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. **You can only do this once.**

## Sinker

You are the youngest of three brothers. Your older brothers, Hook and Linefish make fun of you and claim that you're dumb, but you could outthink a bag of rocks any day.

Well, on a good day.

And it can't be none of those clever rocks neither.

But you have a special job. You are the henchfish of The Brain Coral. The Brain Coral is a really really really really *really* smart fish who can't move around that well. He's trying to find a way to the See from The Tank.

You've explored every part of the Tank, except for the sunken pirate ship, and haven't found a path yet. But The Brain Coral says that he knows a way.

You help the Brain Coral because he can't move well and you can. You are his fins, so to speak. You see, he doesn't have fins. He's more like a rock. A really clever rock. Whoa. Déjà vu.

In any case, all of The Brain Coral's plans have failed so far. He says it's because of your ineptitude. You aren't so sure about that. It's more likely that you can't understand a thing he says.

But now The Brain Coral has a new assistant: Ginger. That's wrong. You were always Sinker and the Brain Coral, before and now she is messing up your group dynamic.

So, you have a plan. It's your first plan ever, so you're a little scared of it, but you have a plan.

Oh yeah, the plan. The plan is that you will secretly work against Ginger, making her look even dumber than you. It won't be easy, but if there is one thing you're an expert on, it's being dumb!

Then when Ginger is out of the picture, you'll be the Brain Coral's best friend again. Yay!

### 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 can only do this once.**

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

## Hook

Arrrrrrrr, matey, you be a Pirate fish. You sail the seven Seas looking for adventure and treasure, or at least you would if you weren't stuck in this Tank.

You have a deep passion for adventure and piracy, and you are a pirate through and through.

Not like your two younger brothers Linefish and Sinker. Linefish is about as normal as a fish can get. Sinker is the dumb one, the really dumb one. He works as an assistant to the Brain Coral.

You are the one with adventure in your blood and piracy in your heart. You have some small amount of treasure, you have run from the south seas. Don't ask where you get it; you just have it is all. You're a pirate, of course you have rum.

But you want the big treasure, and you know where it is. There be a sunken ship at the bottom of the Tank. You can see it. Everyone can see it. And you know that there is treasure hidden in that shipwreck.

But the shipwreck be haunted. You don't want to mess with a pirate ghost. You need to find someone to distract the Ghost fish and then you can claim the treasure for yourself.

Arrrrrr.

You also have a problem. The other day you found a throwing starfish embedded in one of the plants in the Tank. This can only mean one thing.

A ninja is in the Tank. The ninja is the Pirate's oldest and deadliest enemy. You must find and destroy the ninja, no matter what the cost. You are a pirate and piracy will prevail.

### Fish Shticks

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

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

**Sting:** You may do an unstoppable attack that does 1 Hit Point of damage before the combat starts. **You can only do this once.**



## Ace, The Flying Fish

Like most fish, you have a problem with your memory. Yours is different, however. Most fish cannot remember things more than a few days ago. You... You cannot forget.

You wish you could. Once, you were a carefree fish, flying high above the ocean with your squad. Oh, you were giddy and carefree. It was always a great adventure to leave the nurturing bonds of mother ocean and take to the air, however briefly.

But one day your squad ran afoul of the worst predator of the entire ocean: a school of sharks. There was tearing and biting. You were hit! You were going down! Mayday! Mayday!

To this day, you still do not know how you survived.

You can still see them sometimes, your brothers and sisters being torn asunder. It haunts your dreams and leaves you shaking during the day.

You barely ever fly any more. You've lost the nerve. You can barely do anything. You yelp at your own shadow and you go into a nervous breakdown whenever you have to deal with the two sharks who are in the Tank.

They so intimidate you that you'll do anything they say. So when Cutty Shark says, "go fetch me that bottle from outside the Tank," you are there and back and gone again before you or he can even think about it. You may be terrified of flying, but you're more afraid of those horrible sharks.

Sometimes, when the pressure really gets to you, you actually are back there, reliving the horrible moments when your squad was decimated. You have these flashbacks frequently. Feel free to have them during game if you get stressed.

At least you learn things from your insomnia. For one thing, you know that the sunken ship at the bottom of the Tank was not put there by the Hands. It arrived there on its own one night last month.

And you have also seen a black winged bird around the Tank late at night. You think it might be a gull, another ancient enemy from the Ocean. Is it a specter of death, or are you going crazy?

### Fish Shticks

**Leave The Tank:** You may leave the Tank and survive for five minutes. You can only do this once.

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

## Åñemonë

You aren't from around here. Well, no fish is really from around *here*. Very few, if any, fish are born in the Tank.

But you are from farther away than most. You are from another planet. The planet Skyron from the constellation those on this planet call Pisces.

You had been cruising this planet looking for adventure when your ship crash landed in this place and you have been stuck here ever since.

Your ship – it's the pirate ship at the bottom of The Tank – has been severely damaged and you have no easy way of repairing it.

Oh, it would be different if you had your schematics, but you have lost them. You suspect that one of the other fish in the Tank have found them. This is bad.

One of the first things that was drilled into your head, metaphorically, is that native species are *under no circumstances* allowed to know of the existence of extra-aquaticals. Aliens, to them, must remain a myth and a mystery.

Why? Because most natives are primitive and dangerous. If they knew you were an alien, they would torture you for information, then vivisection you. Then, when they knew where you came from, they would mount a full offensive against your kind. Primitive cultures are like that.

You're scared out of your wits. After all, you never know when these fish will break out into a fight and destroy each other and then you. These fish make you nervous; they are just so aggressive, especially the sharks and whales.

You have the ability to fix your ship, although it will still take time. But you cannot do it without schematics, and you don't know where they went to. Help!

### Fish Shticks

**Secret Stash:** You have a secret stash of food. You can turn this Shtick in to a TM for two pieces of food. You can only do this once.

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

## Mr. Pinchly

You are a secret Horde plant. Shhhhhh. Don't let anyone know. Let the other players think you are a regular fish like them.

Your purpose is to show the futility of life in The Tank.

The first time The Hands come, they are coming for you. You are to make sure they catch you (while screaming for help the entire time).

You'll be taken out of The Tank and given a brief rest. Then you go back to regular Horde for the rest of the game.

In the meantime, you should enjoy yourself. You are new here to the tank.

You are a small crab that was wandering too close to a strange box and you got.

It is important that the other fish care about you. Make lots of friends. Cause pathos when you die.

### Fish Shtick:

**Claw:** You may do an unstoppable attack that does 1 hit point of damage before the combat starts. **You can only do this once.**

**Shell:** You take no damage this round in combat. **You can only do this once.**

## Ghost Fish

You are an old blind fish from the Ozark Caves. You have lived your entire life, until being brought to The Tank, in complete darkness. You are completely blind.

You're also dead. You were killed a couple of weeks ago. You don't know quite what killed you; you couldn't see it. But it was big and had feathers and a sharp beak and made a sort of cawing sound. It ate you.

You haven't told the other fish that you are now a ghost. Most fish are put off by a thing like that. Since you have always been pearly white and kind of translucent (not that you'd know) the other fish still haven't noticed.

But you cannot leave the Tank. You'd think that since you were dead you'd have some leeway. But you are trapped here, trapped until whatever killed you is brought to justice.

You don't have many friends in The Tank, but you do have one special one: Ginger Fish. She is a darling young fish who acts as your eyes. She is supposed to be studying for school, but always takes time out to help you.

Maybe she'll help you find your murderer. But then you'd have to tell her you're a ghost.

*Note: You will be given some token Hit Points so that it isn't completely obvious that you're a ghost, but they are irrelevant to you. You may not give your Hit Points away.*

### Fish Shticks

**Dead:** You do not eat. You may not grab food during feedings and you do not lose hit points if you do not feed.

**Insubstantial:** While you cannot leave the Tank, you may pass through objects and other fish if you wish. You may not fight; all attacks against you automatically fail.

[illegible][illegible][illegible][illegible]

1. Նախապես խոսքի մասին:

Խոսքի մասին խոսելով, մենք նախ և առաջ պետք է հասկանանք, թե ինչ է խոսքը:

Խոսքը լեզվի միջոցով արտահայտվող մտածողության արդյունքն է:

Խոսքը կարող է լինել բացահայտ (առաջարկ, հարց, պատասխան) կամ փակ (հրահանգ, արգելադրություն):

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Խոսքի լեզվական կառուցվածքը կախված է լեզվից և մշակույթից:

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Խոսքի հիմնական խնդիրներն են:

1. Մեզ հասցնել մեզ հետ ինչ-որ մեկին:

2. Բացահայտել մեզ հետ ինչ-որ մեկին:

3. Կարգավորել մեր հարաբերությունները մեր շրջապատի հետ:

4. Կարգավորել մեր ինքնին:

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4. Կարգավորել մեր ինքնին:

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**Four  
Gills**

**Seventeen and One Half Square Inches**

**Forty Five Degrees**

**Ninety Three**

**Conjunctions**

**A Supporting Core Framework**

**Semicolon**

**A Smack**

**Produce Texture**