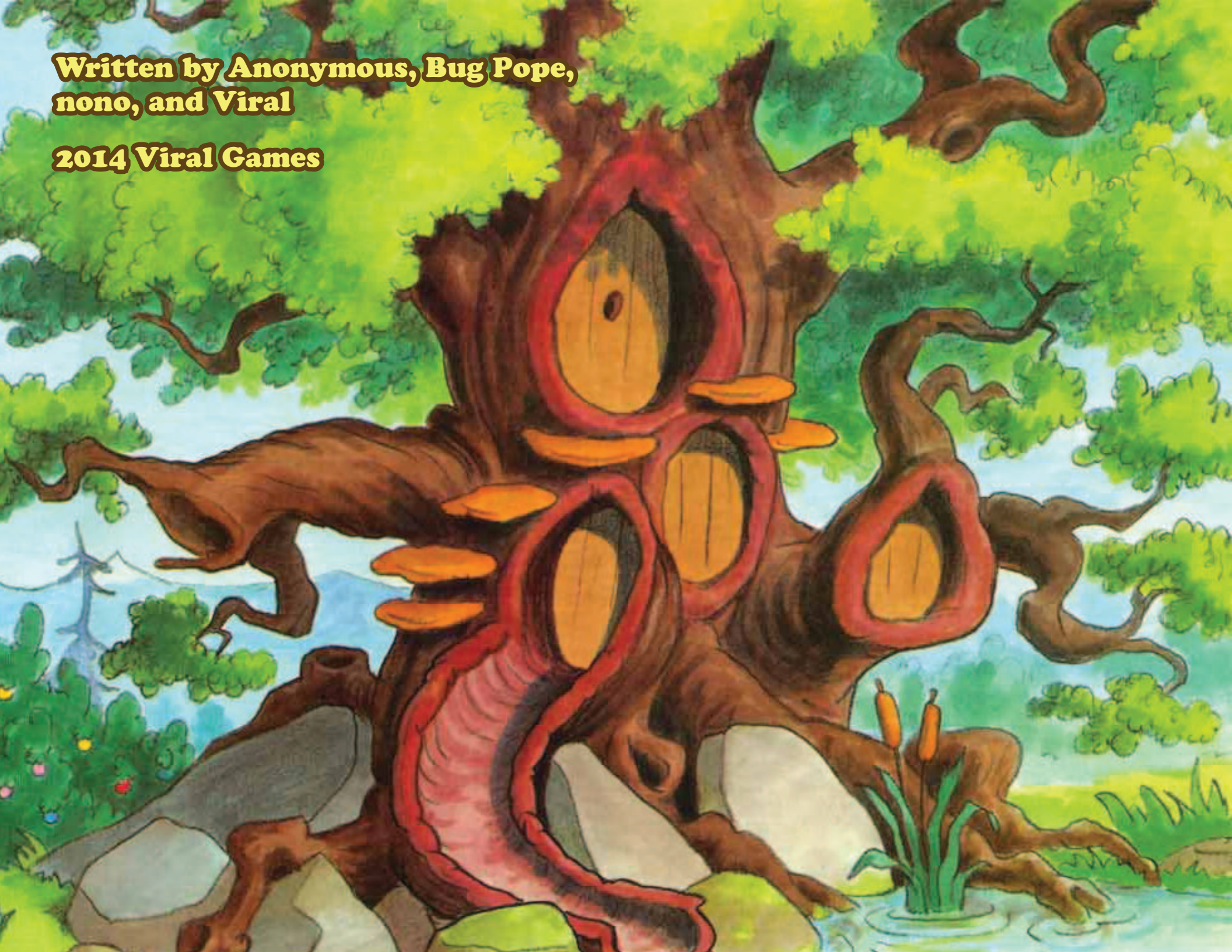


Disney's  
Adventures Of The  
**Gummi Bears**  
The Roleplaying Game



**Written by Anonymous, Bug Pope,  
nono, and Viral**

**2014 Viral Games**



Name

Description

Gummiberry Juice

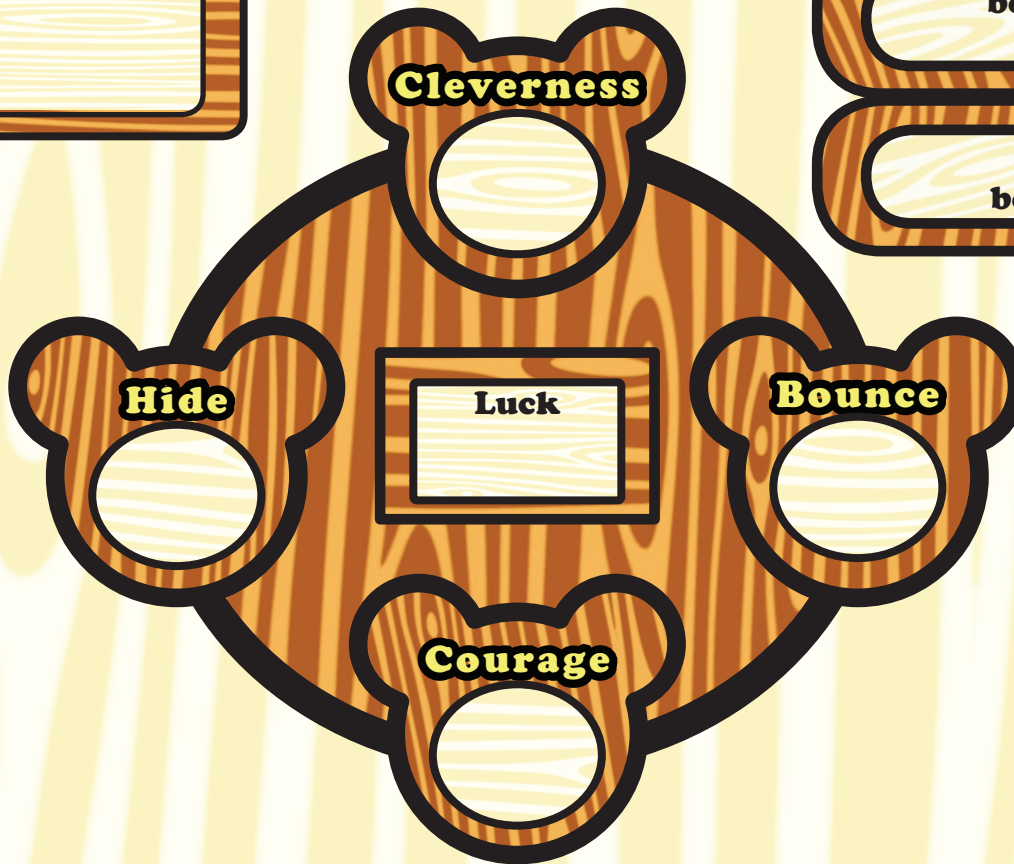
bottles

1/2-  
bottles

Objects carried

**Talents**

- Artist
- Brave
- Doctor
- Fast
- Fighter
- Lorekeeper
- Magician
- Mechanic
- Musician
- Naturalist
- Pilot
- Strong
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



**Flaws**

- Absent-minded
- Acrophobic
- Big
- Clumsy
- Cranky
- Foolhardy
- Glutton
- Gullible
- Know-it-all
- Nearsighted
- Old-fashioned
- Preoccupied
- Timid
- Weak
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

# Creating a character

## Scores

All Gummies have four basic scores that define their character: **Hide**, **Bounce**, **Courage**, and **Cleverness**.

- **Hide:** Used to disappear from sight, move around without being noticed, and know who and where to go to when you need to hide.
- **Bounce:** Used to engage in physical conflict, run away, and other tasks of physical exertion such as climbing a tree.
- **Courage:** Used to stand your ground, intimidate other characters, or otherwise act during frightening situations.
- **Cleverness:** Used to build new things, figure out how things work, or to trick other characters.

You may assign a 6, 8, 10, or 12 to a particular score, although each number may only be used once. For example, you could have a character with a Hide score of 10, a Bounce score of 8, a Courage score of 6, and a Cleverness score of 12.

Your score determines the size of die you roll for actions using that score. For example, if your Courage score is 8, you roll a d8 when using your Courage score. If your Bounce score is 12, you roll a d12 when using your Bounce score.

The adversary or obstacle opposing you has a number of Adversary Points, or AP. To overcome the obstacle or adversary, you must roll a total equal to or greater than the stated AP. For example, if the AP required is 8, your total roll must be at least 8.

## Talents

Choose three talents for your character.

Whenever you are called on to use your Hide, Bounce, Courage, or Cleverness scores, you may roll a second die of the same size, if you have a suitable talent. For example, a character with a Cleverness score of 10 and the Pilot talent would roll 2d10 to operate a flying machine.

A description of these talents is found on the next page. The players are free to make up their own talents with GM approval.

## Luck

You start the game with 2 Luck.

You can spend a point of Luck to automatically make your Hide, Bounce, Courage, or Cleverness roll its maximum. For example, if your Bounce score is 12 and you spend a point of Luck, your Bounce roll will automatically be 12. You can spend another point of Luck to automatically make your talent roll its maximum, if you are using a talent.

If you run out of Luck, you are taken over. This can mean a lot of things depending on the story, but your character is no longer under your control. Possible reasons for being taken over include being captured, being ensorcelled, or being knocked unconscious. Either way, the GM is in charge of your character for the duration of the next scene in which they appear.



## Description of Talents

- **Artist:** You are a skilled painter, or maybe a sculptor. You can create realistic works of art, given time and the right tools.
- **Brave:** You laugh in the face of danger! You rarely get scared, and even then, you're not *really* scared.
- **Doctor:** You are skilled at the healing arts, from bandaging broken legs to diagnosing symptoms to making medicines.
- **Fast:** Look at you go! Nobody runs a race like you.
- **Fighter:** You're a born warrior, and know how to use weapons effectively and efficiently.
- **Lorekeeper:** You know a lot about the ancient Gummis!
- **Magician:** You can use magic (see Magic for more information on casting spells).
- **Mechanic:** You are great at building and fixing things.
- **Musician:** You can sing or play an instrument very well.
- **Naturalist:** You know all about plants, or maybe you're great with animals. You probably don't know much about herbal remedies unless you also have the Doctor talent.
- **Pilot:** You can operate boats or flying machines, even if you've never seen one before.
- **Strong:** You have the strength of a human!

### Talents

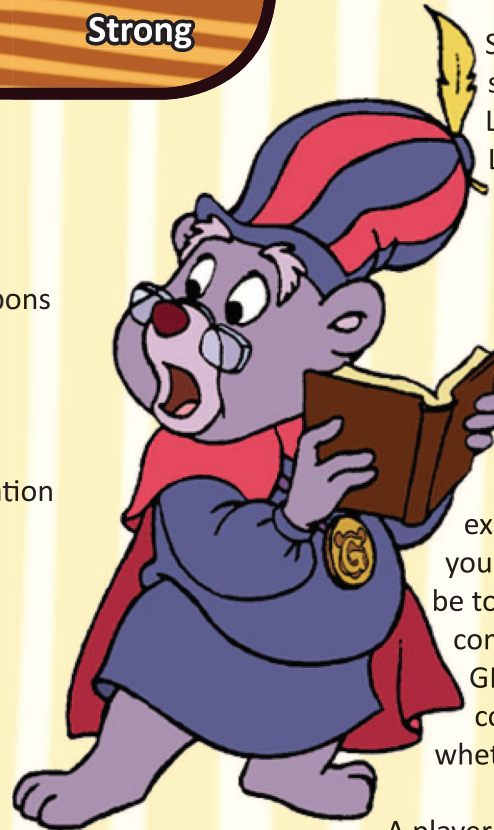
Artist	Brave
Doctor	Fast
Fighter	Lorekeeper
Magician	Mechanic
Musician	Naturalist
Pilot	Strong

## Magic

Gummis with the Magician talent may have one simple spell (for example, lighting a candle) that they are able to cast without any components or effort, as long as they can concentrate.

Other spells require an component, like a sheet of paper or a magic ring. The first casting of these spells is treated as a non-story obstacle with an AP determined by the GM.

Subsequent castings of the same spell during the story require the magician to spend a point of Luck each time the spell is re-cast. This point of Luck is lost without any effect (other than letting the magician cast a spell more than once).



## Flaws

Flaws are aspects of your character that can be expected to work against you. However, flaws give you the opportunity to earn more Luck, so it might be to your best advantage to make sure your flaws come into play during the game! The player and GM should work together to decide how the flaw comes into play. The GM has the final decision on whether or not a flaw can be used.

A player may select up to three flaws for their character during creation.

A description of these talents is found on the next page. Players are free to make up their own flaws with GM approval, but no flaw can earn you more than 3 Luck at a time.

## Description of Flaws

**Absent-minded:** You get 1 Luck whenever you forget something important because of this flaw.

**Acrophobic:** You get 1 Luck whenever you refuse to do something because of heights.

**Big:** You get 2 Luck when you get stuck somewhere because of this flaw.

**Clumsy:** You get 1 Luck whenever you break something that is important to a character you care about because of this flaw.

**Cranky:** You get 1 Luck whenever you drive someone away from you by acting cross at them.

**Foolhardy:** You get 1 Luck whenever you attempt an action before anyone else can respond.

**Glutton:** You get 1 Luck whenever you take food that doesn't belong to you.

**Gullible:** You get 2 luck whenever you let someone trick you.

**Know-it-all:** You get 1 Luck every time you attempt to solve a problem "your way", instead of the best way.

**Nearsighted:** You get 3 Luck in every scene in which you are blinded by losing your glasses because of this flaw.

**Old-fashioned:** You get 1 Luck whenever you refuse to do something because it's not what the ancient Gummis would do.

**Preoccupied:** You get 1 Luck whenever you fail to notice something important the GM describes.

**Timid:** You get 2 Luck whenever you refuse to help someone in a fight because of this flaw.

**Weak:** You get 2 Luck when you can't move or lift something because of this flaw.



## Gummiberry Juice

Every Gummi starts the story with one bottle of Gummiberry Juice. Drinking the full bottle raises your Bounce score to 20 for the next three actions. Drinking half a bottle raises your Bounce score to 20, but the effects only last for the next action.

It also gives you 2 Luck, but you must use this Luck before the effects of the juice wear off.

A human or ogre who drinks Gummiberry Juice develops incredible superstrength instead. A human under its effect can lift and throw huge boulders as if they were weightless. This effect only lasts for the next action. The entire bottle must be drunk all at once, or nothing happens. Humans and ogres can only benefit from Gummiberry Juice once per day; further bottles do nothing.

Drinking more than one bottle's worth at a time always has detrimental effects, no matter who drinks it.



# Items

There are two main kinds of items: **Permanent items** and **expendable items**. Items make things easier, or let you use certain scores that you normally wouldn't be able to use in the situation.

Permanent items raise a character's score by 2 whenever the GM rules that the item is useful. For example, having a rope makes it easier to climb a cliff. If your Bounce score is normally 8, you would roll a d10 when using Rope with your Bounce score. A character with a score of 12 adds +2 to the roll, instead of raising the score.

A permanent item might be a slingshot, a spyglass, a book about ancient Gummi lore (in which a failure represents the character being unable to decipher the old text), or some other physical object. Gummies can normally only carry one permanent item with them on an adventure.

Permanent items are normally usable throughout the entire story. However, the player can decide to lose the item. In this case the item is destroyed, lost, or otherwise unavailable for the remainder of the story. The player receives 1 Luck for losing an item.

Expendable items can be used to automatically make your Hide, Bounce, Courage, or Cleverness roll its maximum if the GM rules that the item is useful.

Expendable items are consumed, broken, or otherwise ruined the first time they are used. Example items of this type include turkey legs to feed to hungry monsters, smoke bombs to cover your escape, or other items which are only able to be used once.

Expendable items can be lost, but the character does not gain any Luck for losing them.

# Example permanent items

## Flute

Not only does it sound nice, but it can also do bird calls. It can help you with Hide, but only when inside woods or other environments where a songbird wouldn't be out of place. Can also be used to distract or trick adversaries, and possibly charm snakes if you even run into one.

## Marbles

Lets you use Cleverness instead of Bounce when running from foes (as long as the pursuers walk on the ground; it does nothing against fliers or crawlers). However, they can also be used to find your way out of a maze or similar if you remembered to leave a trail of marbles.

## Parachute

Really just a blanket, but it lets you roll Courage (and maybe Pilot) to safely get down from any height. You can carry "passengers", but you must then make an additional Bounce roll to account for the extra weight.

## Rope

Helps in climbing related situations, if there's something (or someone) to tie it to. Can also be used to set traps by clever Gummies, and tie up defeated foes (although if used for the latter, it can't be used again for the rest of the encounter).

## Slingshot

Lets you use Hide for combat, representing attacking someone from out of sight, and can be used to knock down or push stuff that's out of reach, pop bubbles, etc.

## Problems

At the beginning of every story, each player writes down three possible minor problems for their character. A roll-off (using a d20) determines which character will be the focus of the story; however, the other players get to decide which problem becomes the focus of the story.

## Adversaries, Obstacles, and AP

The GM starts with 100 or 200 points worth of adversaries and obstacles, depending on whether the players want a short story or a longer one. These points are referred to as AP. Every significant problem relating to the story's focus that opposes one or more of the characters is assigned AP from the story's total.

The player characters must use their Hide, Bounce, Courage, and Cleverness scores (as well as any relevant talents) to overcome the obstacles or adversaries. If the total rolled by the player is equal to or greater than the obstacle's AP, the character overcomes that particular obstacle. If the roll fails to overcome that obstacle, the character loses 1 Luck.

Adversaries and obstacles can take many forms. Common adversaries are monsters such as ogres. Obstacles can include forbidding sheer cliffs, raging rivers, locked iron doors, or worse. The GM may also rule that some situations are so terrifying that characters must make Courage rolls in order to act at all. These situations are considered obstacles, and count against the total story AP.

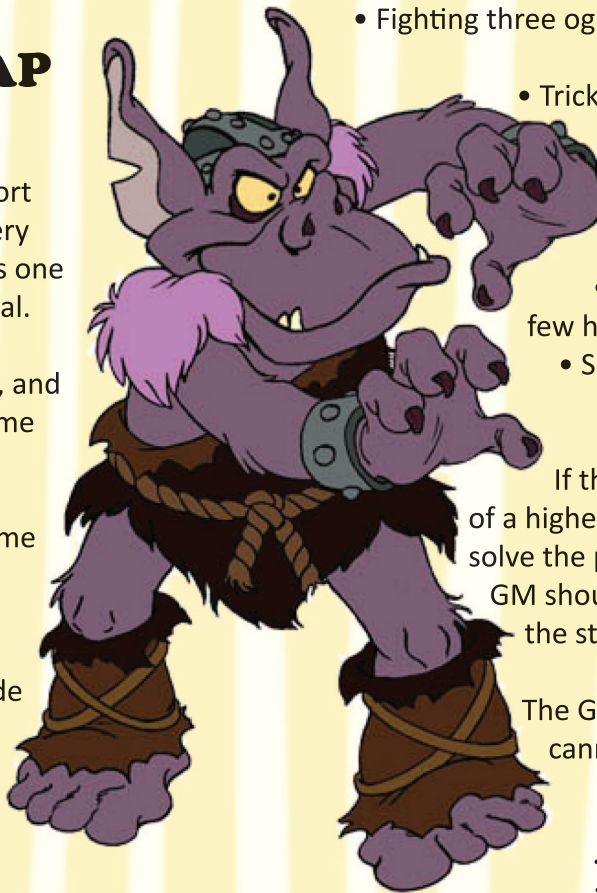
When all the story's AP has been assigned, the players no longer face any challenges relating to the story's focus.

A description of villains and how to create them is found on the second page following.

## AP values

5 AP is a standard number for an easy obstacle. 7-8 is a little trickier. The GM may add or subtract up to 5 AP based on the actions of the characters or the circumstances.

- Fighting one ogre: 10 AP
- Fighting two ogres: 12 AP
- Fighting three ogres: 14 AP
- Tricking one ogre: 4 AP
- Tricking two ogres: 6 AP
- Tricking more than two ogres: 7 AP
- Sneak past guard at night: 5
- Sneak past guard in broad daylight with few hiding places: 8
- Sneak past sleeping guard: 3



If the players are confronted with an obstacle of a higher AP and come up with a good idea to solve the problem that would be at a lower AP, the GM should subtract the original higher AP from the story's total AP.

The GM may decide that some problems cannot be circumvented in this way.

## Non-story obstacles

Non-story obstacles are unrelated to the main story. For example, if a Gummi stops in the middle of a chase to steal a nearby dessert, the GM may rule that the AP to steal the dessert is not subtracted from the story's AP.



## Your Home

After all the players have created their Gummis, it's time to decide where they live! To begin, every player should write down a brief, one-sentence description of the home they have in mind. This could be a hollow tree in the middle of a dense forest, a forboding mountain, an uncharted island, or some other remote location.

The most important thing about your home is that most humans don't know about it, so try to imagine a place that doesn't see a lot of traffic and is inconspicuous to outside observers. After all, the existence of Gummi Bears is supposed to remain a secret!

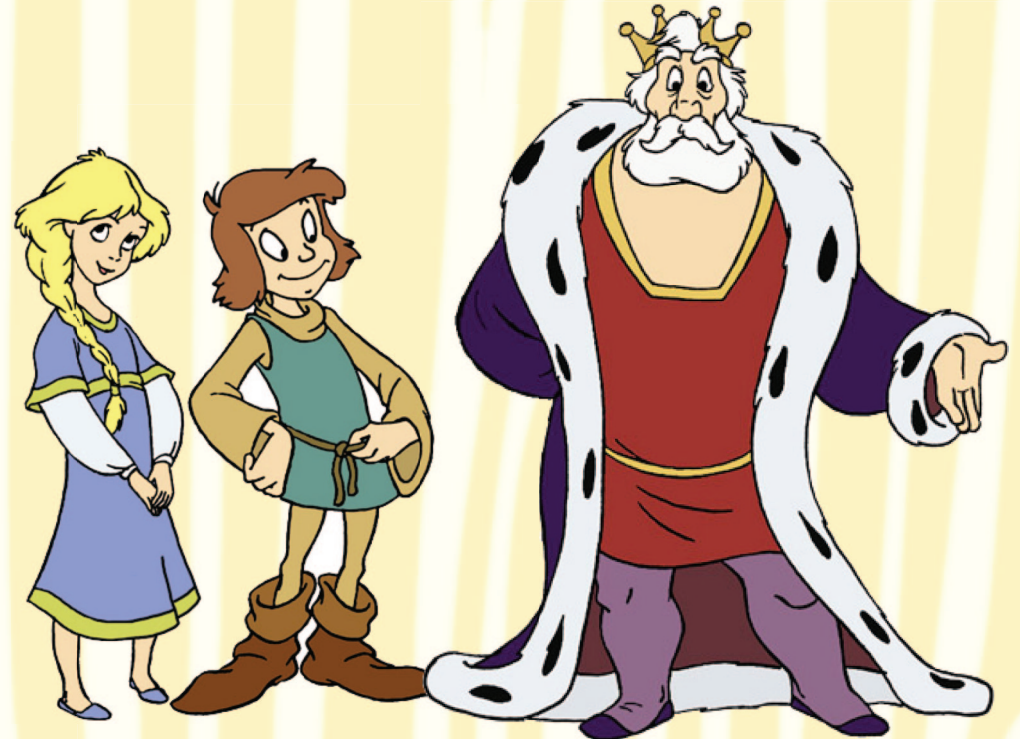
After all of the players has given their description, each player (and the GM) votes for which location they like the most. The location with the most votes becomes your home.

Every player gets to describe one feature of the Gummis' home. For instance, one player might want the home to have a series of quicktunnels, while another might want a helpful ghost who resides in or near the home.

## Neighbors

Neighbors are other characters who live fairly close to the Gummis (no more than two or three days' walk). The Main Villain (see next page) is one neighbor, but other neighbors can be friendly, hostile, or even unaware of the Gummis.

Every player gets to describe one neighbor (or group of neighbors). For instance, one player might describe a bustling castle ruled by a kindly king, while another player might describe a blind shepherd who lives in the nearby woods, and a third might describe a dragon who once collaborated with the ancient Gummis, but of whom the current Gummis are unaware.



# Creating Villains

After all the players have created their Gummis, it's time to create some adversaries!

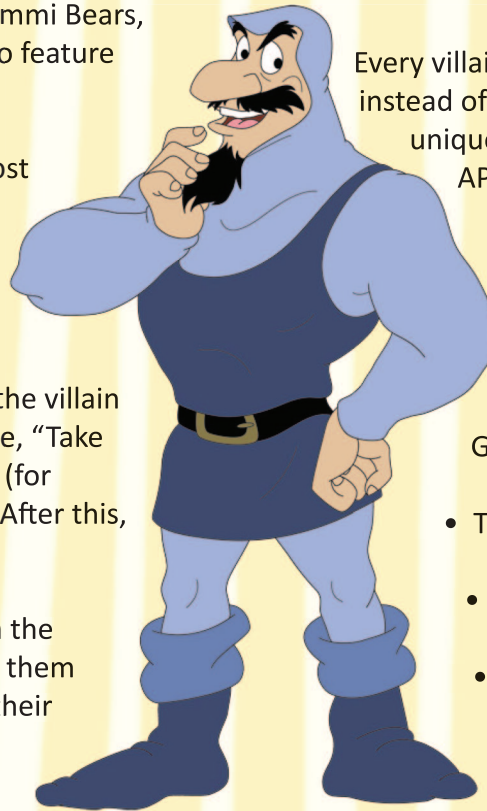
The most important adversary in the game is the Main Villain. This character's home is somewhere fairly close to the Gummis' home, and either knows about the existence of the Gummi Bears, or finds out during the first story. Not every story has to feature the main villain, but most will.

Creatures who work for a villain are called minions. Most main villains have at least a dozen minions, but some main villains might not have any minions!

The GM can create the main villain, but it's more fun if the players are involved. Just like voting for your home, every player writes down a brief description of the villain they have in mind, along with a motivation (for instance, "Take over the nearby kingdom") and the villain's stronghold (for instance, a ruined, ogre-infested castle in the swamp). After this, every player (and the GM) votes for their favorite.

The main villain might not be primarily concerned with the Gummis, but will never turn down a chance to capture them and exploit their Gummiberry Juice, their technology, their magic, or all three!

It's important to note that the Gummis should have a good reason to oppose the main villain. Usually this is because the Gummis care about whatever it is that motivates the villain. For instance, the Gummiglen Gummis oppose Duke Igthorn because they don't want him to conquer Dunwyn Castle.



Some stories don't have any villain. Instead, the story's AP is based on other factors, such as wilderness, puzzles, or other (not necessarily villainous) characters like wild animals.

## Evil scores

Every villain has at least one Score, just like the Gummis. However, instead of Hide, Bounce, Courage, or Cleverness, evil scores are unique to that villain. These scores are used to create extra AP.

For instance, the leader of the bird-like Carpies has a Flying score of 10. Whenever he opposes the Gummis by flying, the GM can roll a d10 and use the result as extra AP. This "spare" AP can be combined with the remaining story AP to increase the threat faced by the Gummis.

- The main villain gets three evil scores: 10, 6, and 4.
- Recurring villains get two evil scores: 6 and 4.
- Minor villains only have one evil score, but it's a 10.

Example evil scores include "magic", "technology", "huge", "invisible", "warlord", etc.

The main villain's stronghold also has an evil score of 12. This score is only used when the Gummis are actually inside the villain's stronghold.

Minions usually don't have any evil scores, but are instead treated like a regular obstacle with an AP value.