The Fox Break

The Plot

Presley Plataganet disappeared in the Great Blizzard of 1969, but his body was never found. His true fate was far stranger than death. While struggling to make his way home, Presley slipped and struck his head, resulting in radical amnesia. He didn't just forget who he was; he forgot the knowledge of his own humanity – including the ability to speak a human language. He did however retain the amazing ability he shares with his daughter Petunia – to speak with animals. So when a pack of Colorado wolves surrounded Presley to eat him, Presley wasn't only able to change their minds. He was invited to join the pack. Ever since, he has run with the wolves; they call him Strange Paw. With time, his appearance has grown more and more lupine, but a man he remains. Years later, he is the alpha wolf of the pack – and they love him, a la Jack in *Where the Wild Things Are*.

Our story begins on October 4, 1975 – the day after Grover Milack took the Milack twins to visit their ailing grandmother in Helena, Montana. Grover and Priscilla have been semi-dating for three weeks, but nothing is serious yet. Priscilla clearly misses Grover, but she's still feeling better than she has in years. She's even taken down her Presley shrine. The latest symptom of her new zest for life: Priscilla announces that she's taking Petunia for a fun-filled day at the Denver Zoo... the very zoo that's been hunting Babu the Barbary Macaque since his 1973 escape!

At the zoo, Petunia has the chance to meet several stand-out animals. There's Geoffrey the Giraffe, a nosy know-it-all. There's Eileen the Elephant, stupid yet bossy. There's Frankenstein the Flamingo, a traumatized survivor of multiple extreme transplants. Most importantly, there is Sefira the Sloth – our new PC! Petunia can find a way to converse with all of them if she distracts her mom.

Some of Petunia's animal friends – though presumably not Babu – will want to join her at the zoo. It's so boring at home without her! She even recently got a pet goldfish named Shark, who habitually threatens to escape his tank unless Petunia brings him with her.

In all likelihood, Petunia's animal friends will make much mischief at the park. Even if they don't, however, Petunia will draw the attention of Dougan D'houl, the Belgian Zoo Detective. One way or other, D'houl will notice that Petunia has a few hairs of Barbary Macaque on her clothing – and demand to question her.

The end result will be that D'houl – along with his trained hawk, Spitfire – will start combing the woods around Petunia's house, hunting for Babu. Whatever Babu does, this soon leads D'houl to discover the strange prints of the creature he calls "the Wolfman." Before long, he's organizing a massive Wolfman hunt in the woods around Petunia's house, with Comptroller Battle Ax Mojave of the Forestry Service firmly on his side.

Unless Petunia and her friends beat D'houl to the punch, he corners and tranqs the Wolfman three days later. Scientists drag this strange creature to the zoo and a media circus ensues. What's his real story? Only Petunia and her animal friends can find out!

On television and photos, the Wolfman's earlier identity is impossible even for Priscilla herself to discern. In person, however, Petunia can make a series of Awesome Brains checks to narrow down his true identity. Meanwhile, however, D'houl is organizing a King Kong-like Wolfman show at the Denver Zoo. If this goes through, the Wolfman will break his bonds and revenge himself upon all mankind – including Colorado Governor Richard Lamm. (For added fun, the show includes a bunch of trained wolves who will rampage under the Wolfman's direction).

Breaking the Wolfman out is hard enough. But even if it succeeds, he merely becomes the world's most wanted zoo fugitive. He can never return to his pack. To really rescue him, however, Petunia and her friends must discover his true identity and cure his amnesia with Priscilla's help. If this works, though, they'd better make sure his wolf pack can't retaliate, because *they love him so!*

If all goes well, the recently-forlorn Priscilla finds herself in a love triangle with her presumed-dead husband and Grover. A story for next time!

Petunia Plantaganet, 8-Year-Old Girl

Sports	
d6	
Brains	
d8	
Charm	
d8	

Hurt ☐	**Crying** ☐	**Out Cold** ☐

Flairs: d12 Charm vs. Animals, Speak with Animals

Flaws: d4 Charm vs. Teachers

Hints: Bad Temper, Good Heart

Foxy, Red Fox

Sports	
d8	
Brains	
d4	
Charm	
d8	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d12 Sports to Run and Sneak, Great to Hit

Flaws: Can’t Speak Human, No Hands

Hints: Baby Fox, Impulsive, Plays All Day

Blue Dart, Blue Pug

Sports	
d6	
Brains	
d6	
Charm	
d8	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d12 Charm vs. Dog Lovers, Charm vs. Brains Attack, Good to Hit

Flaws: Can’t Speak Human, No Hands

Hints: English, I Love My Hair, Poor Me, Refusenik

Santander, Fennec Fox

Sports	
d4	
Brains	
d6	
Charm	
d10	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d12 Brains for Hearing, d10 Sports to Escape and Sneak, d12 Sports One Scene Per Story, Great to Hit

Flaws: d4 to Charm vs. Scare, Can’t Speak Human, No Hands

Hints: Don’t Get Him Mad, French, Excruciatingly Cute, Needy

Babu, Barbary Macaque

Sports	
d10	
Brains	
d6	
Charm	
d4	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d20 Sports to Steal, d10 Brains to Plan

Flaws: Can’t Speak Human, Hunted by the Denver Zoo

Hints: Arabian, Nice Grandpa, Peacock, Too Old for This Drivel

Sefira, Central American Sloth

Sports	
d6	
Brains	
d6	
Charm	
d10	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d10 Sports to Attack, d12 Sports to Hide, Charm vs. Charm Attack (requires joke)

Flaws: -2 to Use Hands, Can’t Speak Human, Zoo Prisoner

Hints: Cheerful, Funny, Lazy, Optimistic, Sweet

Priscilla Plantagenet, Single Mom

Sports	
d6	
Brains	
d8	
Charm	
d3	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d10 Charm When Happy

Flaws: d3 Brains vs. Petunia’s Animal Friends

Hints: Crush on Grover, Hopeful Single Mom

Stars: 4

Shark the Goldfish

Sports	
d4	
Brains	
d6	
Charm	
d6	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d12 Sports to Swim, +2 Sports in Water, Water-Breathing

Flaws: -2 Sports and Charm Out of Water, Can’t Speak Human, Can’t Breathe Air, No Hands

Hints: Credible Threats, Heedless of Danger, Whiny Social Butterfly

Stars: 4

Dougan D’hul, Zoo Detective

Sports	
d10	
Brains	
d12	
Charm	
d6	

Hurt ☐	Hurt ☐	Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d20 Brains for Animal Investigation, d12 Sports vs. Animals, d12 Charm for Showmanship, Sports vs. Sports to Snare, Great to Hit

Flaws: Susceptible to Mockery Attack (Charm vs. Brains)

Stuff: Infravision Goggles

Hints: Belgian, Flamboyant, Workaholic & Proud of It

Stars: 15

Spitfire the Hawk

Sports	
d8	
Brains	
d8	
Charm	
d4	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: +2 Sports to Attack, d12 Sports to Fly, Flying, Swoop-and-Snatch Attack

Flaws: Can’t Speak Human, No Hands

Hints: Lawful Neutral, Zoo Loyalist

Stars: 6

Battle Ax Mojave, Forestry Service Comptroller

Sports	
d8	
Brains	
d6	
Charm	
d4	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d10 Sports and Brains vs. Colorado Wildlife, d12 Brains for Bureaucratics, d8 Charm to Scare

Flaws: Smells Bad

Hints: Hideous Old Indian Bureaucrat, Indian Accent

Stars: 6

The Wolfman/“Strange Paw”

Sports	
d12	
Brains	
d8	
Charm	
d3	

Hurt	Hurt	Hurt	Hurt	Crying	Out Cold

Flairs: +3 Sports for Wolflike Activities, d12 Charm vs. Wolves, d10 Charm to Scare, Good to Hit

Flaws: Can’t Speak Human, -3 Brains for Humanlike Activities, -2 vs. Snare

Hints: Amnesia, Severe Denial of His Former Life, Thinks He’s the Alpha Wolf

Stars: 9

Presley Plantaganet

Sports	
d8	
Brains	
d8	
Charm	
d10	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: +1 to Dad-like Activities

Flaws: -2 Charm for Jokes

Hints: Recovering Amnesiac, Stodgy, World's Most Dependable Dad

Stars: 4

Colorado Wolves

Sports	
d10	
Brains	
d6	
Charm	
d4	

Hurt ☐	Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d10 Brains to Hunt, d8 Charm to Scare

Flaws: Can’t Talk, No Hands

Hints: Idolize Strange Paw, Wild Things

Stars: 3

Geoffrey the Giraffe

Sports			
d10			
Brains			
d6			
Charm			
d6			
Hurt ☐	**Hurt** ☐	**Crying** ☐	**Out Cold** ☐

Flairs: Trample Attack – up to d4 victims

Flaws: Can’t Speak Human, No Hands

Hints: Nosy Know-It-All

Stars: 3

Eileen the Elephant

Sports	
d8	
Brains	
d4	
Charm	
d6	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: +2 Sports to Ram

Flaws: Can’t Speak Human, No Hands

Hints: Stupid Yet Bossy

Stars: 3

Frankenstein the Flamingo

Sports	
d4	
Brains	
d6	
Charm	
d4	

Hurt ☐	Crying ☐	Out Cold ☐

Flairs: d8 Charm to Freak Out

Flaws: Can’t Speak Human, No Hands

Hints: Traumatized Survivor

Stars: 3