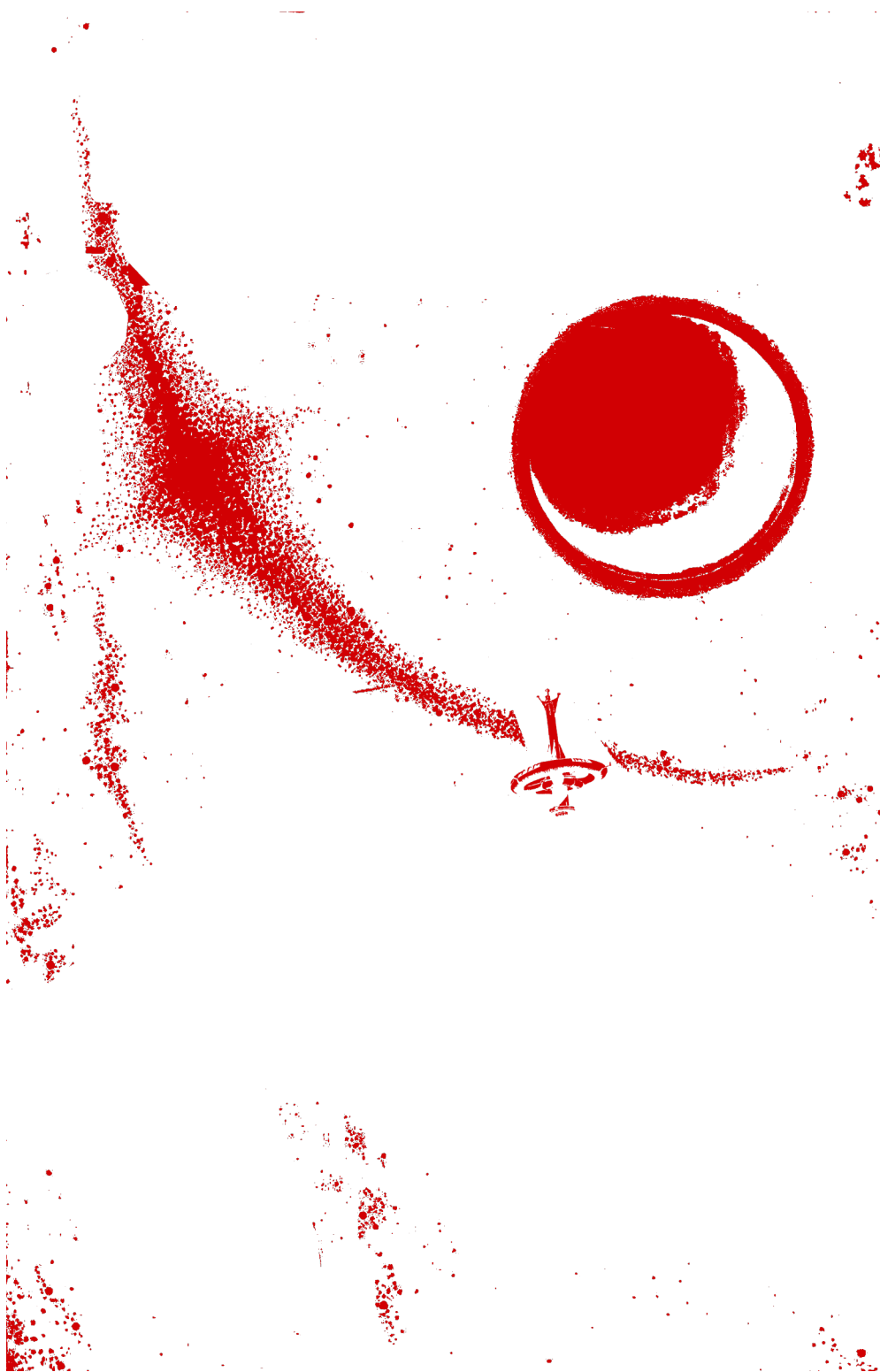


HIGH FRUCTOSE HYPERSPACE



NUMBER THREE
PEPPERMINT SYSTEM
BY IAN WOOLLEY

MENTHOLATED MACHINA - BACKGROUND



You come from a long line of self-replicating automatons of peppermint candy who generations prior hit the threshold for sentience to emerge. Ages past your kind were manufactured to maintain the vast planet-wide forest of “trees” made of peppermint candy. After being caught in a powerful snowstorm, you’ve found yourself in this warm world of “people” made of gelatin and their puny trees. Between fending off the horrid insects and urchins in this warm hell and learning to apply your logging skills to the trees of this

land, your future is uncertain.

POSSESSIONS

A handmade wind instrument carved from peppermint candy
Logger’s axe of hardened peppermint candy
A set of “woodcarving” tools
A red & white checkered “flannel” shirt
A “woolen” cap
A body of hardened candy (as heavy armor)

ADVANCED SKILLS

Flute playing 3
Skiing 3
Carving 2
Carpentry 2
Lumber-jacking 2
Axe Fighting 1
Ox Lore 1
Strength 1

SPECIAL

Non-candy rations count are only half as effective for you.

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High Fructose Hyperspace: Number Three Peppermint System is an independent production by Ian Woolley and is not affiliated with Melsonian Arts Council.



MENTHOLATED MACHNIA - NPC

As a people of self-replicating automatons, there is an unsurprising level of uniformity of appearance. In addition to their logging and carpentry skills, which also applies to reproduction, one of the many ways mentholated machina organize is by musical bands. Most of which are centered around pipe organs hundreds of feet tall. When not involved in logging related activities they are playing or composing music.

Skill 9

Stamina 18

Initiative 3

Armor 3

MIEN 1d6

1. Jaunty
2. Whistling
3. Carving
4. Felling
5. Morose
6. Fresh

