

(Third Street), **The Crow**

Crows are foot-using birds, native to the crumbling Human skyscrapers. Most are trappers and explorers, ever on the prowl for something shiny.

Your true name is in Crow-song, but for outsiders, you've named yourself after the Human street you live over.

You bear a special grudge against the species to your right for what they did during the Resource Wars. What was it?

Crows can fly with some difficulty, and have a powerful beak, nimble talons, and strong binocular vision. You're the only one with any real depth perception.

Crows respect Humans as the ultimate inventors. You believe, truly, that they invented flight, and passed it on to birds before they disappeared.

When you see the Artifact, your immediate interest is in how it can be used, even if that means taking it apart.

Synanthropes Lite

By Ed Turner

Writer/Designer
Thought Check Games

For more cards, or the full game, visit:
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(KITKIP), **The Roach**

A Roach is a gathering of thousands of cockroaches in a single hive mind. These wandering scavengers are native to the radioactive wastes.

Your real name is a chemical signal. To non-Roaches, you "speak" by rubbing bodies together into a pattern of clicks.

You bear a special grudge against the species to your right for what they did during the Resource Wars. What was it?

Roaches have no set shape; all roaches within two yards become part of the Roach. You ebb, flow, split, reform, and feel the world with a thousand antennae.

Roaches admire Humans as strange but kindred spirits. You believe, truly, that they were like you, able to join into single-minded protector organisms.

When you see the Artifact, you see a resource to be taken apart and scavenged, and you want the get the most of it.

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(Lah! Reel), **The Gecko**

Geckos are paranoïd reptiles, native to dark, abandoned Human homes. They prefer to be hidden, and know safety only comes from stealth.

Your name is a simple one- or two-syllable chirp, usually mimicking an old Human name.

You bear a special grudge against the species to your right for what they did during the Resource Wars. What was it?

Geckos can climb walls and ceilings, see clearly in near-total darkness, and can lose and regrow their tails when threatened. You lose your tail often.

Geckos hope that the Humans never return. You believe, truly, that they were dangerous, and left invisible spirits behind to watch your every move.

When you see the Artifact, you worry that it may be dangerous, and don't want to others to get it if it is.

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(All-Natural), **The Rat**

Rats are social mammals, native to the sewers and basements of Human cities. They revere Humanity, and spread legends and stories.

You gained your name by venturing into a human ruin and returning with Human writing. Usually an ancient food label.

You bear a special grudge against the species to your right for what they did during the Resource Wars. What was it?

Rats dominant sense is smell; your eyesight is virtually useless. Though naturally social, living in large clans, rats are competitive and prone to hoard.

Rats revere Humans and seek to emulate them. You believe, truly, that Humans themselves mimicked an even larger and more ancient civilization.

When you see the Artifact, you care about its historical and cultural value. It must be kept safe. ...

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(Samsunq), **The Raccoon**

Raccoons are clever mammals, native to the old Human suburbs. They have mastered Human technology, and sell that expertise.

Your native language is written. Your spoken name is an affectation, based on your favored technology.

You bear a special grudge against the species to your right for what they did during the Resource Wars. What was it?

A Raccoon's paws are strong, flexible, useful, and incredibly sensitive. Your tactile sense is by far your most dominant, and you touch everything.

Raccoons reluctantly value Humans for their incredible technology. You believe, truly, that the greatest Humans could become part machine.

When you see the Artifact, you want to learn how to use it, and make sure you're the only one who does learn to use it.

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(Bad Deity), **The Cane Toad**

Cane toads are toxic amphibians, native to Human ditches and culverts. Violent and vile, they live for battle and exuberant destruction.

Your first name is a croaked monosyllable. Your second name is a threatening word to use as a battle cry.

You bear a special grudge against the species to your right for what they did during the Resource Wars. What was it?

Cane toads secrete poison from their skin. You are literally deadly, and you know it. Toads have weak arms, powerful legs, and an accurate tongue.

Cane Toads have no great respect for Humans. You believe, truly, that true Humans were rare creatures, and most "Humans" were pathetic larval forms.

When you see the Artifact, you suspect it has value as a weapon. If nothing else, you want it so that nobody else gets to have it.

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<p>Synanthropes Lite: a game of applied anthropology for 3-5 players. When Humanity disappeared, vermin inherited the Earth. They took over the cities. Adapted them. Evolved. Grew intelligent. Developed their own societies. Synanthropes were once the animals that lived in niches Humans created. They became almost Human themselves: clever, greedy, self-serving, and ambitious. You play members of different species, sent to a neutral site—an old Human barn—to discuss a border dispute. Fill in your name and grudge on your card. Set a 10-minute timer. Determine a first player, who will select a Human Artifact. This can be any small item—keys, a bottle, scissors, a phone—that the players can all interact with. To the Synanthropes, it's an ancient, unknowable, and valuable mystery. The first player begins: describe arriving at the barn, discovering the Artifact. The rest follow, clockwise, one at a time. Focus on this Artifact: pick it up, pass it around, ask questions, argue. Remember, you don't know what it is; discover it as your Synanthrope would. Narrate actions freely; players acting at cross purposes (e.g.: fighting over the Artifact), both lose (e.g.: they drop it). When the timer goes off, remember why you're here. Set aside the Artifact (for now) and end the scene. Finally, moving clockwise from the first player, ask and answer these questions: 1) What does you character think this Artifact really is? 2) Will the border talks end peacefully, or will the skirmish turn violent?</p>	<p>Synanthropes Lite: a game of applied anthropology for 3-5 players. When Humanity disappeared, vermin inherited the Earth. They took over the cities. Adapted them. Evolved. Grew intelligent. Developed their own societies. Synanthropes were once the animals that lived in niches Humans created. They became almost Human themselves: clever, greedy, self-serving, and ambitious. You play members of different species, sent to a neutral site—an old Human barn—to discuss a border dispute. Fill in your name and grudge on your card. Set a 10-minute timer. Determine a first player, who will select a Human Artifact. This can be any small item—keys, a bottle, scissors, a phone—that the players can all interact with. To the Synanthropes, it's an ancient, unknowable, and valuable mystery. The first player begins: describe arriving at the barn, discovering the Artifact. The rest follow, clockwise, one at a time. Focus on this Artifact: pick it up, pass it around, ask questions, argue. Remember, you don't know what it is; discover it as your Synanthrope would. Narrate actions freely; players acting at cross purposes (e.g.: fighting over the Artifact), both lose (e.g.: they drop it). When the timer goes off, remember why you're here. Set aside the Artifact (for now) and end the scene. Finally, moving clockwise from the first player, ask and answer these questions: 1) What does you character think this Artifact really is? 2) Will the border talks end peacefully, or will the skirmish turn violent?</p>
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