Caterpillars

The Roleplaying Game

Content

Idea and description

Basic idea

In Caterpillars you play caterpillars. Caterpillars that took up residence decades ago in the hollow of a huge tree. They have now inhabited it for generations, transforming themselves into butterflies. They have built themselves a great civilisation, a great city. But wait! Caterpillar life is not as nice as it may sound. There are dangerous creatures that sometimes penetrate the city's defences and terrorise the inhabitants. Apart from these "monsters", there is an unexplained phenomenon: tree fungus spore storms. If you get caught in one, you usually can't get out. They devour everything that is not nailed down!

Dice variety

Caterpillars is always played with d6, that is, with six-sided dice. If you have only one six-sided dice, you can play Caterpillars in theory. But two are better.

Number of players

Caterpillars can theoretically be played with an infinite number of players. There is no limit, but it is not recommended to play Caterpillars with many players, as this can be very exhausting, especially for the game master.

The defense-facility

The defensive facility is called "Big Wall". The Big Wall is a 25 cm high and 10 cm wide wall, which is very well guarded and very difficult to cross. You cannot go under it, because there is trunk. The wall is to make sure that no monsters can enter the city. Sometimes, however, monsters can still get in and cause a lot of trouble.

The queen

The caterpillar queen, who is incidentally a butterfly, not a caterpillar, is called "Erebella von Oberraup", but is usually just called "Child of the Sun". Although she is very beautiful, she hardly ever lets herself be seen because she has erucaphobia (fear of caterpillars and society). Nevertheless, she is very kind and only wants what is best for the people. The people see it the same way. She is very well respected.

Explanation d6 etc.

d4, d6, d8, d10, d12 and d20

W here stands for cube. The number behind it indicates how many sides the respective cube has. If there is a number in front of it, it indicates how often the respective dice should be thrown. For example, 2d12 means that you should throw two twelve-sided dice.

d100

A d100 is two ten-sided dice that are used to throw dice. One of them shows the 10-digit numbers and the other the 1-digit numbers.

The time and the weather

Time

In caterpillars there are seconds and minutes, hours, days and nights, weeks, months etc. It is usually about 12 hours of light and 12 hours of dark.

Weather

The weather is mostly like in real life. So there is sunshine, rain, hail etc. As already mentioned, there are often sandstorms which make life more difficult for the caterpillars than it should be.

Maneuvering difficulties

Maneuvering difficulty method of access level of difficulty

The instructor may require difficulty levels for certain maneuvers. These indicate how difficult it is to do something. The dice are always rolled with 2d6 against a certain maneuver difficulty of the following table.

Maneuvering difficulty	Level of difficulty
easy maneuver	6
medium difficulty maneuver	8
difficulty maneuver	10

Facilities and complications

Maneuvers can be made easier or more difficult by the game master. For example, when someone wants to "look cool" when doing something or when, for example, someone fixes an opponent's body part in a fight to spread more damage.

Size of objects

The objects

In the world of caterpillars, four centimeters are as much as one meter is in our world.

Attributes

The Attributes

Caterpillars, like all other living things, have attributes. These are charisma (CH), intelligence (IN), dexterity (DE), constitution (CO), physical strength (PS), speed (SP) and toughness (TO).

Charism (CH)

Charism is present for communicating with other living beings. Charism determines how comfortable someone feels around the player character and how well they can interact with other beings.

Constitution (CO)

The constitution is available for the restoration of the caterpillar HP. Caterpillar HP is restored every 4 hours of sleep. Namely, as many as 2 + the bonus in the constitution attribute.

Dexterity (DE)

Dexterity is available for the bonus or malus in dexterity-based maneuvers.

Intelligence (IN)

Intelligence is available for the bonus or malus on intelligence-dependent maneuvers. Intelligence maneuvers also include perception throws!

Physical strength (PS)

Physical strength also stands for fighting strength. So KK is especially needed in combat. In addition, this attribute is responsible for the bonus or malus in a force-dependent maneuver.

Speed (SP)

Speed is available for the bonus or malus in speed-dependent maneuvers. For example, it determines how fast you can run. It also determines how easy you are to hit. The "hit value" of a caterpillar here is 6. The bonus or malus of this attribute changes this value to positive or negative.

Toughness (TO)

If you would suffer damage, there is still a way to prevent this from happening altogether, or at least tp make it not so bad by rolling on your toughness. You roll against level of difficulty 10, relieving you of the bonus or making it more difficult by the malus of this attribute. However, you cannot roll heavier than 12.

Attribute Points (AP)

A caterpillar receives 30 AP once at the beginning and 5 more for each level it rises, which it may distribute as it wishes among its attributes. At the end, shortly before it pupates, it will be very strong and hard to beat.

Attribute value	Bonus/Malus
1	-4
2	-3
3	-2
4	-1
5	-1
6	0
7	1
8	1
9	2
10	2

Attribute value	Bonus/Malus
11	3
12	4

Ranks

In the creation of character

When creating the character, each player chooses one from the lower ranks.

Charismatic

The Charismatic gets all Charisma rehearsals relieved by 2.

Fighter

The fighter always does 2 more damage when hit in a fight.

Genius

The genius gets all intelligence samples relieved by 2.

Runner

The runner can run twice as fast as normal.

Skilled

Instead of the normal hit value (6 + Damage points bonus or - Damage points malus), the skillful person has a higher value (8 + Damage points bonus or - Damage points malus).

Tougher

Instead of the normal level of difficulty 10 value Toughness, the Tough only needs to pass one level of difficulty 8 value to receive less damage.

Hit points (HP)

The hit points

A caterpillar has 10 hit points at the beginning. It gets 3 HP per level, as it gets stronger and stronger.

The combat

The basics

Every creature has an level of difficulty, which it can hit during an attack. If you at least roll this value, you will hit.

Damage

The damage is then calculated by the value above the level of difficulty +1 and minus the possible toughness value of the opponent.

Combat rounds

The fight is divided into rounds. The initiative (INI) is determined by the attribute "speed". Whoever has the highest value in the attribute is the first to act. Whoever has the second highest, third highest, etc. If 2 or more combatants have the same INI, each takes a d6 and rolls the dice. Whoever has the highest number is more likely to take the turn. A combat round takes about 6 seconds.

Being surprised

It can happen that you are ambushed or totally overwhelmed by a situation. If this is the case, you can still defend yourself in the first round of the fight (the attacker gets a bonus, modified according to the situation, on his roll), but you cannot attack yourself.

Fleeing

It is not always easy to get away from the fighting. If you want to flee in close combat, you have to roll 2d6 on your speed. If you manage to do so, however, your opponent will still have an attack without you being allowed to roll on Toughness yourself. However, if you make a critical success, you still have the Toughness roll if your opponent hits. If you do not succeed, however, your opponent has an attack in this round, without you being allowed to roll the toughness roll yourself, and cannot attack in this round. In case of a critical failure, you have failed completely! Then your opponent gets an attack without you being allowed to roll for toughness and you lie down, which also gives you a malus.

If you are successful, you may be able to move a few centimeters away from your opponent. However, you should remember that you can still be followed!

Being unconscious

A caterpillar normally becomes unconscious when its HP number drops to 0. This is the same with all other creatures.

Dying

A caterpillar dies if its HP number falls below 0. This is the same with all other creatures.

Seed capital and items

The seed

The starting capital of a caterpillar consists of a daily ration of food.

The drinking

Drinking is no problem as there are enough puddles (drops of water) everywhere.

The weight

A caterpillar can only carry a certain number of things. But the bigger it gets, the more it can carry.

Attention: Money does not count as an object! In theory, you can carry as much money as you like.

What an PC can wear

Level of the PC	Can carry (small objects)
0	4
1	6
2	8
3	10
4	12
5	14

Size of objects

Size of object	Size ratio of the objects
small	50% of a medium, 25% of a large
medium	50% of a large, 200% of a small
large	200% of a medium, 400% of a small

Attention: Each object is made in perfect size for caterpillars!

The objects

Object	Explanation text	Size	Price in Rappel*
Association	1 application, cures 2 HP	small	10
Bag (small)	Capacity 2 small objects	small	4
Bag (small, waterproof)	A small, but waterproof; addition: 100 milliliters Oil	small	15
Bag (medium)	Capacity 4 small objects	medium	8
Bag (large)	Capacity 8 small objects	large	13
Crowbar	+3 break open on doors	large	50
Dietrich	+3 on cracking doors	small	50
Food	Food for one day	small	2
Hammer (small)	for hammering nails into the wall	small	20
Hammer (large)	for hammering nails into the wall	large	50
Hourglass	Know, which time it is	medium	100

Object	Explanation text	Size	Price in Rappels*
Mirror (small)	make a fire and look at yourself	small	60
Nail	for fastening of objects	small	2
Oil lamp	provides light within a radius of 20 cm, supplement: Enough oil for one year	medium	200
Pickaxe	for the mining of stones, ores	large	80
Shovel	for digging	large	70
Telescope (small)	+2 on perception (distance)	medium	30

* also „Rappls" pronounced

Goblolt

All things are made of the material "Goblolt", which makes it not worth using them as weapons, because this material is not made for it. If you would try it, the item would break immediately and become useless.

Special feature Oil

As you will have noticed, firelighters are not available in the list alone. It works anyway. It is just not common.

Experience (EXP)

EXP through adventures

A caterpillar gains experience points by completing adventures. It receives the sum of these experience points according to the difficulty of the adventure it has completed. This must of course be adapted to the strength of the group. Each caterpillar receives this experience individually.

Level of difficulty	Experience points
ridiculous (extremely easy)	2
very easy	3
easy	5
medium	7
difficulty	9
very difficulty	12
unsightly (extremely difficulty)	15

Table for step ascent

Attention: After a level ascent you have 0 EXP again, but you are on the next level!

Level to be achieved	Experience points
0	0
1	15
2	30
3	45
4	60
5	75

Monsters

The monsters

Monsters are mostly insects, but can also be birds or similar. This is only a small selection. There are even more. The upper two types of monsters are rather rare, but the ants are comparatively common.

Mons-ter	In our world	HP	CH	CO	DEX	IN	PS	SP	TO	Special feature
Ant	Ant	4	4 (-1)	6 (+0)	7 (+1)	7 (+1)	2 (-3)	6 (+0)	2 (-3)	-
Flying death	Small bird	80	7 (+1)	12 (+4)	8 (+1)	11 (+3)	8 (+1)	12 (+4)	4 (-1)	Flies
Qua-cker	Toad	50	3 (-2)	6 (+0)	7 (+1)	4 (-1)	10 (+2)	9 (+2)	7 (+1)	Boun-ces

Ants

The ants often run against the "big wall", but fortunately no more than a few have ever come in.

What NPCs carry with them

Not-Player-Characters (NPCs) can carry various things with them. Ants, for example, could carry a few, about 2 - 5, rappel. Ants themselves do not have any currency, because they barter, but they like to steal the caterpillars' money.

Aufiblue

Character creation in a nutshell

Part 1 - The Character

Create the name, appearance, background story etc. of the character you want to play.

Part 2 - Select a rank

Select rank (see "Ranks").

Part 3 - The values of character

Allocate 30 attribute points (AP) to the 7 attributes Charisma (CH), Constitution (CO), Dexterity (DEX), Intelligence (IN), Physical strength (PS), Speed (SP) and Toughness (TO)
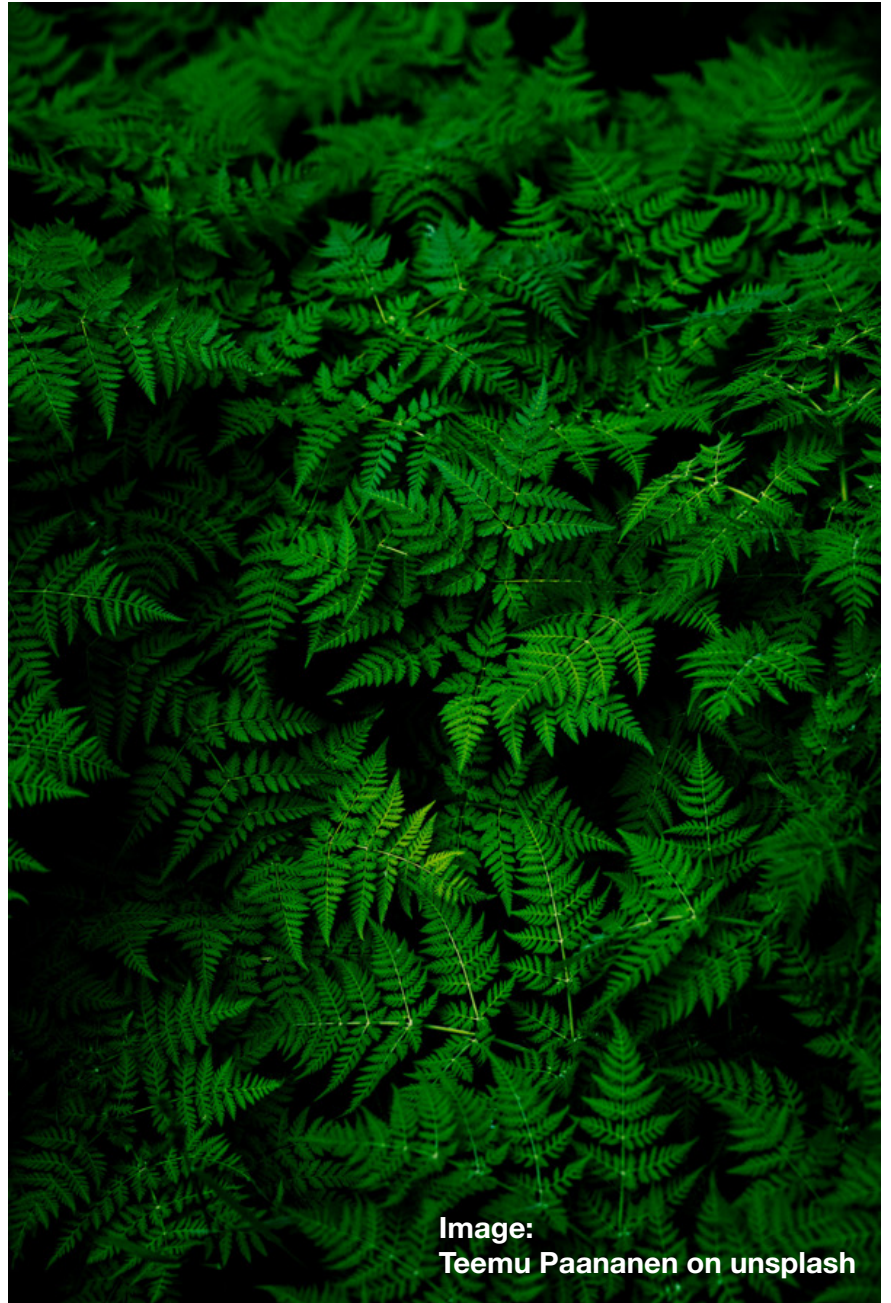
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