



CRITTERS AND CATASTROPHES

A storytelling game for classroom education by Dr. Carlos Mauricio Peredo and Molly Peredo

1. CHARACTER CREATION

Roll 3 times to determine your descriptor, what type of critter you are, and your special ability. If you roll the same number as someone else, roll again.

DESCRIPTOR

1. Paranoid
2. Quirky
3. Flamboyant
4. Reckless
5. Haughty
6. Indecisive

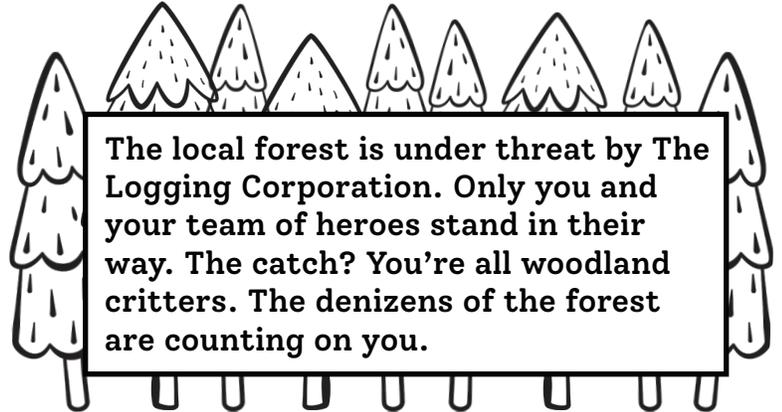
CRITTER TYPE

1. Raccoon
2. Squirrel
3. Owl
4. Fox
5. Deer
6. Bear

SPECIAL ABILITY

1. **Wreck:** Explosions, collisions, demolition. You're not subtle, but you're good at making things fall apart.
2. **Ammunition:** Acorns? Rocks? You're the sharpshooter. You've got an unlimited supply and you rarely miss.
3. **Skulk:** Soft paws and natural camouflage give you an uncanny ability to slip by unnoticed.
4. **Tinker:** Raised in a junkyard? Scrap collector? Whatever the reason, you can build anything with spare parts.
5. **Cute:** Who could resist your face? For better or worse, humans are drawn to those baby doll eyes.
6. **Literate:** Maybe you're a former pet. Maybe you just frequent the local fast-food dumpster. Either way, you can read human, at least a little.

Give your critter a name. You can talk to each other, but can't speak human.



2. STATS

You have three stats. Assign one of them a bonus of +2 and one of them a bonus of +1. The last stat gets no bonus.

Fast: Use Fast for anything involving fancy footwork or quick reflexes.

Fierce: Use Fierce for anything involving brute force or bestial might.

Folk: Use Folk for anything relating to people or society.

NAME _____

CRITTER _____

DESCRIPTOR _____

ABILITY _____

FAST

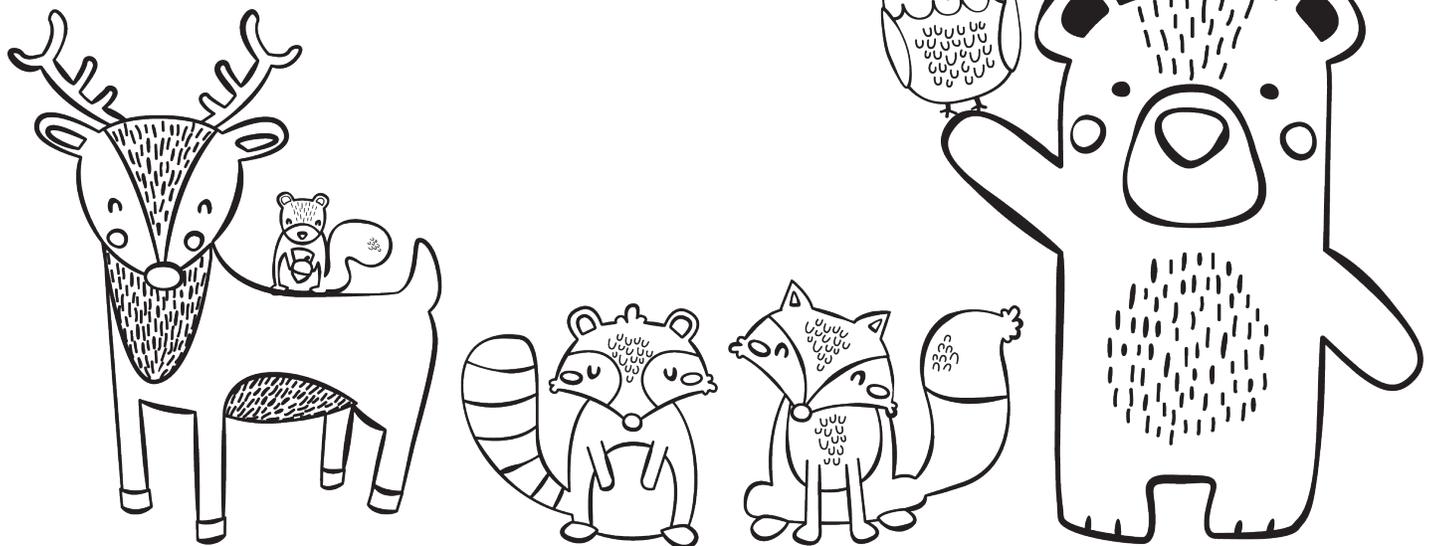
FIERCE

FOLK

3. THE ADVENTURE

In order to save the forest, you must thwart The Logging Corporation. Roll 1 die to select a random scenario or choose one that sounds fun.

1. An environmental impact assessment was conducted that would halt the logging, but The Logging Corporation has released a false version. Steal the real report and expose their lies.
2. Logging requires complex and expensive machines. Sabotage enough equipment to cause The Logging Corporation to suffer financial losses.
3. A small group of humans are protesting the logging operations. Make sure they're successful in shutting it down.
4. A representative from the EPA (Environmental Protection Agency) will be conducting an environmental inspection. Ensure The Logging Corporation fails the inspection.
5. Rumors of the supervisors' mismanagement abound. Expose information that would get them fired.
6. Convince them the forest is haunted.



4. TAKING ACTIONS

When an outcome is uncertain, decide which stat applies. Then roll 2 dice and add that stat's bonus to the total.

On a roll of 10+, you achieve it just the way you hoped.

On a roll of 7-9, you manage it but with a cost or complication.

On a roll of 6-, prepare for trouble.

5. THE END

The game ends if you accomplish your goal of thwarting The Logging Corporation, thereby saving the forest and all the woodland critters who live there. Talk about heroes!

Working against you is The Animal Control Officer, who will be hot on your tails from the moment the adventure begins. If all critters are captured by The Animal Control Officer, the game ends prematurely. Your critters are re-homed to a new habitat and the logging operation proceeds as planned.



STORYTELLER'S GUIDE



for Critters and Catastrophes

GUIDING PRINCIPLES

This game is about an unlikely group of heroes (who happen to be woodland critters) rising up to defend their home from industrial logging. Your goal as an educator is to highlight the environmental issues woven into the story's backdrop. Your goal as a storyteller is to create an emotional connection between your players and the educational content. The game's mechanics are designed to help you with this.

Remember: good stories (1) establish the stakes; (2) build to a thrilling climax; and (3) illustrate how things change.

THE CORE LOOP

1. The storyteller describes the scene and presents a problem, challenge, or complication
2. The players describe how they react (and roll dice if the outcome is in question)
3. The storyteller narrates the outcome of the players' actions and rolls
4. The Core Loop begins anew

Where possible, the game should be a back-and-forth conversation between the storyteller and the players using the steps listed above.

Neither side gets to interrupt the other: players can't act before the scene has been set, and the storyteller can't change the scene in response to players' plans.

Take turns using the Core Loop to advance the story towards a climax, and then see where the fiction takes you!

GETTING STARTED

To set the scene, you can narrate using an introduction like the one below.

"The stakes have never been higher. The Logging Corporation is a danger to the forest you call home. The fate of the forest and its denizens is in your paws..."

As the sun rises over the forest, a group of woodland critters gather in a clearing to discuss the grave threat facing their home. [Ask each player to introduce their character]

Only our brave heroes have the unique skills and abilities to [restate the mission you rolled on The Adventure table].

What would you like to do?"

Once you've set the scene, let the players use their imagination. Follow the core loop to keep the story progressing towards a climax. When the story calls for it, present obstacles or complications (use the Additional Tables sheet for inspiration).





ADDITIONAL TABLES



for Critters and Catastrophes

THE FOREST

Roll a die to determine what makes this forest special:

1. Really old trees
2. Home to an endangered species
3. Source of the local town's water supply
4. Home to a keystone species
5. Serves as an erosion barrier that prevents flooding
6. Harbors a sustainable natural resource that the locals depends on

TWISTS

When you need a problem, challenge, or complication, use this list for inspiration:

1. You've been spotted! A human sees you and reacts accordingly.
2. You're distracted by food, something shiny, or delicious trash.
3. The plan worked! But all the noise you made attracted unwanted attention... (a predator, fellow critter, or human?)
4. You encounter a critter who likes their plush life at The Logging Company and is working against you.
5. The Logging Company's impact has created environmental obstacles like a lack of hiding places or polluted water.
6. The Logging Company has set up traps and snares that you must avoid, escape, or disable.

ANIMAL CONTROL

To bring more life to your antagonist, roll a die for The Animal Control Officer's personality:

1. Clueless and exploitable
2. Cunning and sly
3. Greedy and wicked
4. Young and naive
5. Holds a personal grudge against our heroes (ask your players why)
6. Really into taxidermy...

SECURITY FEATURES

If you need to up the tension, roll for or choose one or more security features:

1. Electric fencing
2. Guard dogs
3. Video cameras
4. Electronically locked doors
5. Motion activated floodlights
6. Laser tripwire grids

