

THE WORLD IS BIG.
YOU ARE NOT.
BEST OF LUCK.



THE TINY GAME OF BIG ADVENTURES

BY TODD DOWNING

1PG

BUGGIN'

THE TINY GAME OF BIG ADVENTURES

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RULES OF PLAY

Buggin'- *The Tiny Game of Big Adventures* is a simple-to-learn, lite roleplaying game where players take on the roles of miniature invertebrates in an animated film. It assumes the players and referee already have some rudimentary experience with roleplaying. It is meant to be played in the vein of *A Bug's Life*, *Antz*, and those classic cartoons featuring all sorts of entomological shenanigans, so keep it lighthearted, and pass the root beer & pretzels.

The Rules

Stats & Skills: Roll 1D3 for each **stat** (the bold entries on the character sheet). Then roll 1D3 + 3 for the total number of points to distribute into **skills** (the individual listings below each stat). Every skill starts at 0. Put no more than 3 in any single skill. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. But since you add your stat and skill together for rolling a skill check, no stat/skill combination can be less than 1. If you don't see a skill you really want your character to have, just write it in the margin after confirming with the referee.

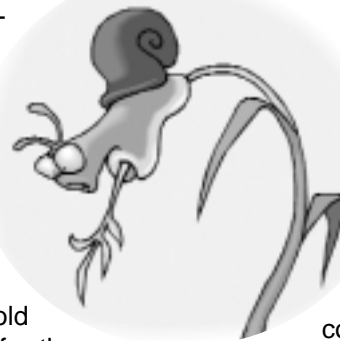
Alternately, the referee may mandate characters be built with points. If so, distribute 8 points into the four primary stats. Secondary stats are still rolled randomly.

Secondary Stats: Roll 1D3 + 2 and put the number in **GUTS** and 1D6 and write the result in **WITS**. **GUTS** represents your ability to keep your head on straight while a hungry parakeet comes thundering down on top of you, and **WITS** is your sanity. At any time you have a traumatic experience in the game, you may make a "**GUTS Check**", where you get to try to roll below your **GUTS** number. The more **GUTS** you have, the easier it is to keep your **WITS** intact. You may always put Character Points into **WITS** at the end of the game.

Roll 2D6+5 and write the number in **GOO**. This is how much hemolymph, or "insect blood" you have. Every time you take damage, you will lose **GOO**. When you have lost all your **GOO**, **SQUISH** - you are dead.

POPULARITY is important any time you need to ask for favors from the hive queen. Everyone's **POPULARITY** starts at 0. Each player may try to roll 1D6 and get equal to or under his **TOUGHNESS**, **CRAFTINESS**, **LOOKS** or **BRAINS** attributes (but may only try once for each, during character creation). Add 1 to your **POPULARITY** for each successful check. Remember, this is your overall popularity, not your popularity within your own group of insect friends. If you need to ask a favor, make a **POPULARITY** roll (same as a Skill Check, explained below).

Select from the **Type & Ability** table, and roll on the **Special Gear** table, to get some animated insect affectations.



Skill Checks

When the character performs an action (and by "action" we mean to say something where the outcome may not be as certain as walking or tying one's shoes), determine what general skill will get it done. Add the skill together with the stat it falls under to get the Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success, and rolling a 6 is always a failure.** The GM may add to or subtract from the target number based on environmental factors (motion, weather, or "just very difficult"), so having a target of 6 isn't useless - it allows you to effectively absorb a -1 to your target number without having to worry too much.

When fighting, use Fighting to attack or defend, Running, Flying or Jumping for evasion, and Shooting for any ranged attack. Both combatants will roll their Shooting or Fighting skill at the same time. Whoever has the greater margin of success has hit his opponent. If someone is attacking and someone is evading, do the same thing: if the combat margin is greater, the hit was good. If the evasion margin is greater, the attacker missed. **Ties go to defender; if both opponents were attacking, a tied margin means both attacks succeed.** Take the weapon's damage in **GOO** from the wounded character. If you want, you can roll 1D6 for the location hit on your opponent (see character sheet)." Always add attacker's **TOUGHNESS** to hand-to-hand weapon damage.

In the case of a test of wills or standoff between characters, roll 1D6 vs **WITS**. Characters with **POPULARITY** may add it to the Target Number of this roll. The greater margin of success wins and the loser must make a **GUTS** check or lose 1 point of **WITS**. If neither roll is equal to or below **POPULARITY**, the one that achieves the smallest negative margin wins.

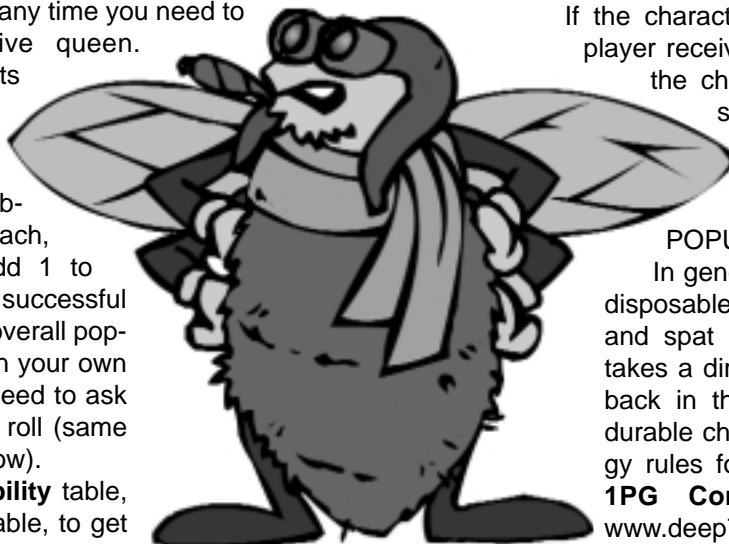
Armor

Some bugs' exoskeletons have an **Armor Value (AV)**. When the character takes damage, subtract AV from the damage dealt. If the character is wearing other articles of clothing with different AVs, use the greatest AV currently worn.

Character Improvement

If the character survives a whole scenario, the player receives 1D3 + 5 **Character Points**. If the character survives to the end of the scenario but is a replacement for a dead character, the player receives 1D3 + 1 Character Points. Put these points into skills, **POPULARITY**, **GOO**, **GUTS**, or **WITS**.

In general, 1PG characters are somewhat disposable. They are meant to get chewed up and spat out, so don't worry if a character takes a dirt nap. Roll up a new one and join back in the fun. Additional rules for more durable characters, as well as tabletop strategy rules for miniatures, can be found in the **1PG Companion**, available now from www.deep7.com.



CHARACTERS

Character Generation Checklist

- Roll 1D3 for each stat.
- Roll 1D3 + 3 for the total number of points to distribute into skills (put no more than 3 points in any one skill).
- If you need extra points, you can take them from other skills, leaving them at -1 for each point taken (no stat/skill combination can be less than 1).
- Roll 1D6 for WITS; this represents your sanity and mental bearing.
- Roll 1D3+2 for GUTS; when you are frightened or unnerved, make a GUTS Check or lose 1 point of WITS.
- Roll 2D6 + 5 for GOO; when you take damage, you lose GOO; when GOO is gone, the character is dead.
- Roll equal to or under TOUGHNESS, LOOKS, CRAFTINESS and BRAINS stats; receive 1 point in POPULARITY for each success.
- Choose from Type & Ability table
- Roll on Special Gear table

System

When you want the character to do something, determine the stat/skill combination that will accomplish the task. Add the skill and stat for the Target Number. Roll equal to or under the Target Number on a 1D6 for a success. **Rolling a 1 is always a success, while rolling a 6 is always a failure.**

Combat

Use the Fighting skill for attack/defence, Running/Flying/Jumping for evasion, or Shooting skill for ranged attacks. Combatants roll simultaneously. The greater margin is successful. **Ties go to defender;** if both opponents were attacking, a tied margin means both attacks succeed. Take the weapon's damage in GOO from the wounded character. Add attacker's TOUGHNESS to hand-to-hand weapon damage.

Armor

Exoskeletons have an **Armor Value (AV)**. When the character takes damage, subtract AV from the damage dealt. If the character is wearing other articles of clothing or bits of exoskeleton with different AVs, use the greatest AV currently worn.

Character Improvement

If the character survives a whole scenario, you get 1D3+5 **Character Points**. If the character survives to the end of the scenario but is a replacement for a dead character, you get 1D3 + 1 Character Points. Put these points into skills, WITS, GOO, GUTS, or POPULARITY.

Special Gear Table (1D6)

1 Custom bug hand weapon: Damage = 2 + TOUGHNESS

2 Portable food supply: 6 pieces. Each piece replenishes 1 lost GOO.

3 Custom bug ranged weapon: 3 Damage

4 Special mutant hazard marking: May be displayed once per game to force enemies to make a GUTS check with a -1 penalty or flee in terror.

5 Domesticated Bug*

6 Self-propelled ground vehicle: Cart, sled, wagon, etc. Can carry 1D3 small passengers.

* Note: It is possible to have a domesticated pet (referee discretion) in the form of an aphid, flea, mite, tick, spittlebug or other small creature. These "pets" have Target Numbers of 3 in two areas (player choice) and 2 in everything else.

Name: _____

Bug Type: _____

Age: _____ Gender: _____

Special Abilities: _____

TOUGHNESS.... ()

Fighting ()

Flying ()

Jumping ()

Running ()

CRAFTINESS ... ()

Building ()

Fixing ()

Shooting..... ()

Sneaking..... ()

LOOKS..... ()

Camouflage ()

Gross Factor ()

Attraction..... ()

BRAINS..... ()

Bug Lore ()

Gen. Knowledge ()

Science ()

WITS..... ()

GUTS ()

GOO ()

POPULARITY ()

CHAR. PTS..... ()

Notes:

Hit	1	2	3	4	5	6
Location	Head	Thorax	Abdomen	R. Legs	L. Legs	Wings*
AV						

*If character has no wings, roll again.

Weapons	Damage

Type and Ability Table

BUG TYPE	ABILITIES
Ant	Quick: +1 Running; Hive Mind: +1 Bug Lore, +1 POPULARITY. Can always find food or know direction with Gen. Knowledge check. If character dies, can be immediately replaced by identical twin.
Bee	Fly: +1 Flying; Hive Mind: +1 Bug Lore, +1 POPULARITY; Sting: Damage = 2 + TOUGHNESS.
Beetle (large)	Exoskeleton: 3 AV; Strength: +1 TOUGHNESS. Choose one of the following - Fly: +1 Flying; Horn/Spike/Mandibles: Damage = 2 + TOUGHNESS. Can carry up to TOUGHNESS in smaller passengers.
Beetle (small)	Exoskeleton: 2 AV; Beauty: +1 LOOKS; Well-Read: +1 Bug Lore; Choose one of the following - Fly: +1 Flying; Chemical Weapon: +1 Shooting, does 3 Damage.
Butterfly	Fly: +1 Flying; Beauty: +2 LOOKS; Silent: +1 Sneaking; Poetic: +1 Bug Lore. For larva stage, see Caterpillar.
Caterpillar	Juicy: +3 GOO; Unfazed: +1 GUTS; Stealthy: +1 Sneaking, +1 Camouflage. Choose one of the following - Fuzz: 1 AV; Horn/Bite: Damage = 1 + TOUGHNESS.
Centipede/Millipede	Quick: +1 Running; Stealthy: +1 Sneaking; Creepy: +1 Gross Factor; Exoskeleton: 2 AV; Poison: Damage = 1 + TOUGHNESS.
Cricket	Musical: +1 POPULARITY; Acrobatic: +1 Jumping; Brown: +1 Camouflage; Sharp: +2 WITS. Inherently knows how to play all Buddy Holly hits on hind legs.
Dragonfly	Fly: +1 Flying; Pretty: +1 LOOKS; Divebomber: +1 Fighting; Worldly: +1 Gen. Knowledge. Can carry up to ½ TOUGHNESS (round up) in smaller passengers.
Firefly	Fly: +1 Flying; Pretty: +1 LOOKS; Mysterious: +1 Bug Lore; Seductive: +1 Attraction. Can illuminate the immediate area with bioluminescent butt.
Fly	Mad Flight Skillz: +2 Flying; Buzz: +1 Gross Factor; Disease Carrier: +1 Science; Digestive Enzyme: 2 Damage. Can survive for 1D6 rounds after all GOO depleted.
Grasshopper	Fly: +1 Flying; Highly Acrobatic: +2 Jumping; Exoskeleton: 1 AV; Mob: +1 POPULARITY. Can carry up to 1 smaller passenger.
Hornet/Wasp	Fly: +1 Flying; Buzz: +1 Gross Factor; Aggressive: +1 Fighting; Sting: Damage = 2 + TOUGHNESS.
Mantis	Fly: +1 Flying; Bug Fu: +1 Fighting; Stealthy: +1 Sneaking; Hypnotic: +1 Attraction.
Moth	Fly: +1 Flying; Beauty: +1 LOOKS; Hairy: +1 Gross Factor; Been There, Done That: +2 Gen. Knowledge. For larva stage, see Caterpillar.
Mosquito	Fly: +1 Flying; Buzz: +1 Gross Factor; Disease Carrier: +1 Science; Stealthy: +1 Sneaking. Can replenish GOO by draining blood from a mammalian host (1 GOO per bite)
Pill Bug	Stealthy: +1 Sneaking; Social: +1 POPULARITY; Exoskeleton: 2 AV; Roll-Up: +1 Camouflage. -1 to hit when rolled up.
Potato Bug	Burrow: +1 Sneaking; Surly: +1 Fighting; Creepy: +1 Gross Factor; Botany: +1 Science. -1 to hit when burrowing.
Roach	Quick: +1 Running; Stealthy: +1 Sneaking; Creepy: +1 Gross Factor; Exoskeleton: 2 AV; Knows Where the Food is: +1 Gen. Knowledge.
Scorpion	Bug Fu: +1 Fighting; Creepy: +1 Gross Factor; Exoskeleton: 2 AV; Sting: Damage = 2 + TOUGHNESS.
Slug	Slow: -1 Running; Juicy: +3 GOO; Silent: +2 Sneaking; Slimy: +1 Gross Factor; Botany: +1 Science;
Snail	Slow: -1 Running; Juicy: +3 GOO; Silent: +2 Sneaking; Slimy: +1 Gross Factor; Shell: 2 AV.
Spider	Stealthy: +1 Sneaking; Creepy: +1 Gross Factor; Engineering: +1 Building. Choose one of the following - Bite: Damage = 2 + TOUGHNESS; Web: can spin webs (Simple = 1, Elaborate = 2) to ensnare other bugs (trapped bug must make TOUGHNESS check minus the type of web to escape). Simple webs take 1 round to complete, while Elaborate ones can take a day or more.
Termite	Burrow: +1 Sneaking; Hive Mind: +1 Bug Lore; Surly: +1 Fighting; Chemical Weapon: +1 Shooting, does 3 Damage.
Walking Stick	Stealthy: +1 Sneaking; Blend-In: +2 Camouflage; Unfazed: +1 GUTS. Cool: +1 WITS.
Worm	Burrow: +1 Sneaking; Slimy: +1 Gross Factor; Unshakable: +1 WITS; Juicy: +3 GOO. If more than half GOO is gone, roll 1D3 each time worm is wounded: 1 - no special result; 2 - worm splits in half, becoming two identical characters, each with half starting GOO (max. 2 characters at once); 3 - loses 1 TOUGHNESS, but no GOO for that attack. If TOUGHNESS reduced to 0, worm is dead meat.

FOR THE REF

This page is specifically for those intrepid (or silly) enough to take on the duties of the referee. You get to have your surly scorpions or wily wasps snip, sting, stab and otherwise knock the GOO out of your players! Whether you're a novice or a pro, here are some helpful hints for running a successful game of Buggin'.

Set-up and Gameplay

In order to keep the order of play coherent, you may choose to seat your players around the table in order of highest CRAFTINESS to lowest. Rather than rolling any kind of variable initiative for play order, all you need do is go around the table. A player with a higher CRAFTINESS can hold his action and interrupt another player later in the order of play, but once an action is taken for the round, the player can take no further actions.

Cut to the Chase

Keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. You don't have to plan a campaign. Each scenario is meant to be played within a single evening, or 2 to 3 hours each. If you want to bring back surviving characters and play another scenario, go for it! 1PG characters are generally disposable, but don't have to be if you really like playing them.

Don't Forget the Popcorn

For many experienced players used to competitive campaign-style roleplaying, the idea of playing squishy bugs and creepy crawlers might be a bit foreign. You may have to remind your players that they are the charming, spunky little arthropods in an animated movie. Reference *Antz*, *A Bug's Life*, *Hoppity Goes to Town*, *The Grasshopper* and the *Ants*, *The Wacky Worm* and other animated "arthropomorphic" fare. This is not a scholarly work or an in-depth roleplaying experience; it's "make-believe goes to the movies" (or comics or dime novels).

Set the Mood

Put on some appropriate soundtrack music (any animated film score will do - we highly recommend *The Carl Stalling Project* recordings, and *Raymond Scott: Chesterfield Arrangements 1937-1938*, available on CD). Tell a visual story. "Your progress through the thicket becomes partially blocked by somewhat strategically placed twigs. It almost resembles a cage or corral. The birdsong ceases, and you look upward to see a giant black silhouette perched high above you. Just as you're beginning to think this shortcut was a bad idea, 'CAWW!'..."

The Bad Guys

A good rule of thumb when creating a villain or villains is to make them durable enough to be a challenge, but vulnerable enough to make the players believe they have a chance. If you have several bazillion termites, give them enough GOO to take a couple stings or a slingshot rock before dropping. A lone scorpion king might have 20 GOO or more and an impressive Fighting skill to boot (balance the challenge).

Important

Bad bugs seldom destroy the entire cast in an animated picture, although you can certainly lose a few in to birds and other predators. Even if the first string gets squished, make sure at least a few characters survive to adventure another day. If a player's character is killed, encourage the making of a new one and let the player join back in as soon as the story will allow. By the same token, you may want to have each player start by creating two or more characters, so they have backups handy. These characters are so one-dimensional, it is even possible to play two at the same time!

Dramatic License

It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so..." If you need a decision made, roll a die for it. If you need to figure out how many soldier ants are on watch at the mouth of the colony, roll a die for it. If the task is really easy, give your players a +1 or +2 on the Target Number. If the task is super difficult, give them a -1 (**remember rolling a 1 is always a success and a 6 is always a failure**).

The Scenarios Included

There are six scenarios included with this game that can be played either in sequence or in whichever order you see fit. Feel free to design your own, and keep checking www.deep7.com for free scenarios to download!

River's Gonna Rise: Can the characters scout ahead of a local ant colony, helping them relocate before the flood hits?

Picnic Basket Case: There's food a-plenty at a summer picnic by the river... IF the characters can get at it through the sealed plastic and enemy hornets!

Queen For a Day: Someone gets saddled with the administrative duties of her hive/colony while the real queen heads off to the spa.

Milk & Honey Run: The characters are hired by a honeybee hive to transport a precious load of nectar to the allied hive across the meadow.

Garden Variety: The characters stumble upon the granddaddy of all organic vegetable gardens. However, they'll have to get in and out without falling victim to the bug traps and the 5th Armored Ladybug Division.

June Bugs: Everything is going great at the annual summer Bug Ball in Big River, until a tough gang of starlings show up and trash the place.



Weapons

There is no hard and fast weapons list for *Buggin'*. Generally speaking, anything that can be picked up and used as a weapon does 1 + TOUGHNESS in damage. Anything small enough to be thrown does 2 damage. A heavy object that can be rolled, pushed or dropped can do anywhere from 5 to 25 damage, depending on the size and momentum (referees must use common sense here).

RIVER'S GONNA RISE

by Todd Downing

THE PREMISE: As the rainy season grows worse, the local town of Ant Hill runs the risk of being an unwilling water park as Big River rises with the torrential rainfall. Can the characters scout the way for the ant colony, helping them relocate before the flood hits?

THE SETUP: The characters can be any bug type, as they will be freelancing as scouts for Ant Hill. Any ant characters can be off-duty citizens of the colony. Flying characters can't travel long distances in the wet weather, but can go for short jumps of a few yards at once. Queen Priscilla sends out the word that the colony is, as they say, "bugging out", and moving toward higher ground. But the surrounding area is crawling with less savory bugs and the robins and jays are on the lookout for some tasty treats. A mass ant migration is an enticing target for predators, so the journey will be fraught with danger. Make sure the characters are hungry and miserable when the story begins, soaking wet from the rain and without shelter. Perhaps they are having a cup of java in the relative comfort of The Overhang, a bug coffee shop near Ant Hill, when the Queen's messenger arrives with a royal proclamation.

THE PROCLAMATION: "Hear ye, hear ye! By order of Her Majesty Queen Priscilla of Ant Hill, I am authorized to offer the sum of forty rice and an ounce of nectar in exchange for the scouting of a new location for the colony."

Of course, the news that Ant Hill is pulling out and the fact that the ants aren't doing their own scouting starts everyone fleeing in all directions.

The messenger continues: "Interested parties may inquire of me directly."

The players really have two options: they can stay wet and hungry, having coffee while the river's bank washes over, or they can lend a hand, win the favor of a large ant colony, and have enough food for a week.

PREPARATION: The messenger leads the party back to the impressive subterranean complex known as Ant Hill. A major urban center, Ant Hill is home to over a million ant citizens. Its infrastructure supports civil service, scientific and military personnel, and of course, Queen Priscilla.

The characters are brought before the queen and told to kneel. Priscilla waves her guards away. "Don't be silly. We have no time for such formality. If you are the brave souls who answered our call, and can locate a new place for Ant Hill citizens to call home, then you shall have your reward - and, perhaps more importantly, the gratitude of our people. Your deeds will be written in ant history, and you shall always have shelter and protection within our family."

The queen asserts that the characters will have military backup, but that the birds and frogs are out in numbers, so the mission is anything but a cakewalk.

DEPARTURE: As the characters plan their departure, they will see all sorts of activity around them. Civil service ants in hard hats organize teams of engineers and workers, all carrying various construction tools: twigs, leaves, grass, pebbles, etc. Soldier ants gather in battalions, while childcare worker ants in hospital scrubs carry thousands of eggs and baby ant larvae to and fro. It certainly seems like chaos, but everyone knows his job.

NO-ANTS LAND: Any character with decent BRAINS and some Bug Lore under his belt should know that the best location for a new ant colony would be West Ridge. A sandstone and clay outcropping on a high rise near gently sloping grassland, West Ridge is buffeted by winds which discourages both birds and flying bugs (and yet not so much as to endanger a sure-footed ant). There's just one problem (that the other characters can feel free to point out). Between Ant Hill and the West Ridge rushes the ever-growing Big River, and the open pasture of Stinky Meadow Pass. The only way across Big River is by Rotten Log Bridge, a none-too-safe journey on the best of days, but more dangerous now than ever.

MARCHING ON: Wherever the characters go, they will be followed by the distant sound of "hup-hup-hup-hup" as the soldier ants secure the ground behind them.

First, they'll encounter Rotten Log Bridge, and the worms and sleeping Mr. Lizard who live there. The worms will be helpful and report that the skies over Stinky Meadow have been mostly clear of birds during the rain. If the characters are quiet and make successful Sneaking rolls, they won't wake the lizard. If they do wake the snoozing reptile, he'll be sluggish in the somewhat colder weather, hurling insults at the characters. Of course, if the characters can stall him long enough, the "hup-hup-hup" of soldier ants will herald a sound thrashing for Mr. Lizard.

Once the characters enter Stinky Meadow Pass, they'll find themselves in a vast field of clover with a single mountain bike tire track down the center. They'll meet the occasional bug running wildly about, trying to avoid the rain, as well as the odd worm and slug, basking on lawn chairs, enjoying the nice soak. About midway through the field, however, the far-off sound of aircraft hits the characters' ears, and someone with a successful Bug Lore roll can give the group that pasty frightened look - finches!

The characters will have a +1 bonus to any sneaking, running, jumping or flying due to the clover all around them, but finches are quick and crafty - do not underestimate them!

Once the characters reach the end of Stinky Meadow Pass, they'll be under the protective wall of West Ridge, and can look back over the field to see the soldier ants forming a shield wall for the civilian refugees as they all make the crossing.

FINISHING UP: If you feel you want to add some action, you can have the characters assist the Queen's guard against finch attack, or save some larvae from one of the ravenous birds. Anything they do will only secure their reputation as Fearless Ant Defenders for all time. Resolve the adventure with a hero celebration and medal ceremony, a la Star Wars. The characters now have rice, nectar and the admiration of the newly renamed West Ridge ant colony!

Sleeping Lizard

TOUGHNESS 3/Fighting 1/Running 1/GOO 20

Finch

TOUGHNESS 2/Fighting 1/Flying 3/GOO 15



PICNIC BASKET CASE



by Colin Fisk

THE PREMISE: The characters have been asked by the Ant Queen to retrieve her favorite meal from humans picnicking in Stinky Meadow. All they have to do is avoid a swarm of hornets and get the sealed plastic container open. This should be played out like a comedy spy thriller, with lots of atmospheric description, and slapstick pratfalls when appropriate.

THE SETUP: After your successful scouting for the new Hill, Queen Priscilla has asked the characters, who can be of any bug type, to do her another favor, for a reward, of course. Even if the characters are not the ones who successfully completed the West Ridge Scout, the offer will come at a time of famine, where the substantial reward will be enough to feed the party as well as their family and friends for at least a month. In either case the only stipulation is that the group be discrete about their comings and goings since the queen is worried about the negative publicity should it be known she is spending some of the colony's reserves to essentially get her a treat.

RISK VS. REWARD: The queen is offering you several nuts, a thimbleful of soda and a large stale piece of bread in exchange for a substantial chunk of chocolate cake, with icing of course, that the picnicking humans have sealed in a container on their blanket. However, she also will also warn that there is a squadron of hornets who are on a luncheon meat hunt at the picnic site, and, since they prefer live food over dead, your characters will be at considerable risk.

THE ROAD LESS TRAVELED: Getting to the picnic site is easy enough. There is a direct trail, and is the only route that will get the group to the picnic site in time to get the cake. This road should be an initial fake out. If there are flyers in the party, they should be limited to flying no more than 2 body lengths above the main group as the overgrowth makes surveying impossible. The most important thing is to keep the creepy atmosphere going. Anyone making a Bug Lore skill check will be able to recall a famous incident where an entire foraging party disappeared on this very route.

"HEY HEY BOO BOO": The trail leads to within a few feet of the picnic blanket. On it are two human children, making constant unpredictable movements with their feet and hands. Though they should never squash a character outright, give the party dramatic close calls which may also attract a hornet, with the occasional meteor strike of cheese puffs and two adults, who will shift containers and plates at random. Buzzing overhead is the occasional hornet, which should keep any flyers in the party grounded. If the hornets spot the characters' movement (Brains roll if the characters are not making any attempt to move stealthily), expect an immediate attack of one 1D3 hornets.

THE GRAIL: In the center of the blanket it lies. A large cylinder almost 2 feet around and 1 foot high. Getting it open will be a problem. It's not tightly sealed, but the lid is incredibly heavy. The characters will have to use their ingenuity to get the lid open, but remember they will have a picnic basket full of supplies plus sticks and other items you'd expect to find in a picnic spot. The important thing is to encourage the party to be creative. If they decide to wait for the humans to open the container, expect another 1D6 hornets to attack, but not all at once. Once the lid is open, the party will have access

to the cake. A slice for the queen can be carried by two characters, who will be dwarfed by the giant slab of moist, chocolatey, cakey goodness. This also means they'll be somewhat shielded from aerial hornet attack.

THE CHASE: You've got the cake, the hornets are still hovering around the blanket, now it's just a short sprint back to the trail. Too bad you didn't notice the dog between you and the edge of the blanket. This scene should be played for both comic relief and terror. No one should die at this time, but rather be part of the mayhem that is a Labrador Retriever intent on eating the morsel they have. Plates and utensils should fly, soda should rain down from the sky, hornets dive bomb to get at bits of sandwich meat and flailing limbs everywhere. At the very last moment, with the characters hauling cake for their very lives and the Lab almost on them...

Have the dog snap back with a choked yelp as he hits the limit of his tether.

THE CANYON: No matter how scattered they are in The Chase, the characters should be herded back down into the canyon. As they run along, you should have the dog escape his chain and start sniffing after them. Let the party know he's about by having bits of slobber fall from the sky and rocks fall from the canyon walls. Just when they think it can't get any worse, a trapdoor spider will try and surprise them as they near the West Ridge side of the canyon (Bug Lore role to notice its trap). As the battle rages, the dog will try to dig for random crumbs (Roll 2D6 for the number of falling rocks that will do 1 GOO damage each, falling randomly among the party and the spider). If the battle is going really bad for the characters, a piercing whistle should be heard and the dog will move away, also distracting the spider, allowing for each combatant to get a free attack on it. The spider need not be killed; simply doing half its GOO in damage will make it duck back into its home and let the characters pass.

THE REWARD: The reward ceremony should be muted. The queen will discretely thank everyone in her private quarters and the reward will be delivered in secrecy. She will let everyone know that she is in their debt, and, if they are equally discrete about it, they can call on her good name if necessary some time (+1 to all characters' POPULARITY).

Hornets

TOUGHNESS 2/Fighting 1/Flying 2/BRAINS 2 (for spotting characters)/GOO 10

Sting: Damage = 2 + TOUGHNESS

Dog

TOUGHNESS 5/Fighting 1/Running 2/BRAINS 1 (It's a Lab!)/GOO 200 (It's a Lab!)

Paws: Damage = 5 + TOUGHNESS

Trapdoor Spider

TOUGHNESS 2/Fighting 1/CRAFTINESS 2/Building 2/GOO 10

QUEEN FOR A DAY

by Todd Downing

THE PREMISE: A character gets saddled with the administrative duties of the hive/colony while the real queen heads off to the spa. This adventure is specifically designed for either an ant or bee protagonist, but there's no reason a non-hive character couldn't get roped into wearing the crown of responsibility!

THE SETUP: The characters can be living the easy life as guests of the East Ridge ant colony, or the Stinky Meadow hive, or wherever you want to set the stage. They could be the heroes from the first episode, or they might be freeloaders... er, freelancers, doing work in exchange for food and a place to sleep. In any case, the stillness of a tranquil morning is shattered by an approaching argument. The other denizens of the hive or colony clear a path and bow as the queen and her close advisor, Phil, approach. Phil is rattling off a list of duties requiring the queen's attention, and the queen is looking as close to the edge as the single parent of a million three-year-olds.

When the two get close to the player characters, the queen finally has had enough. She grabs the crown from her head, going to the nominated character, and says, "I don't care, Phil. I am not dealing with this today. I'm off to the spa for a mud bath and massage. You can just get by without me for a day!" And she puts the crown on the character's head - probably to the player's surprise.

AHHHH, POWER: When Phil and the other characters have put their eyes back into their heads after the queen's departure, the realization should set in that this one player character now has absolute power over the place.

There may be some initial giddiness regarding this newfound authority. Be prepared for all sorts of requests for nectar milkshakes and spittlebug sandwiches and personal leaf-bearers to fan the new queen. And don't be afraid to indulge the player a bit, because the real fun part comes soon...

HEAVY IS THE HEAD: After the initial celebration, Phil will insist that the queen attend to business. He has a list of problems that must be taken care of in short order. It is soon evident that being queen is not all it's cracked up to be. It is important to let the players use their imaginations and come up with creative solutions to the problems as they are posed.

PROBLEM #1: The nursery has developed a large crack in the outer wall. Possible solutions include (but are not limited to) filling the crack with natural materials, moving the nursery to another area, or sewing the rift shut with something.

PROBLEM #2: The food storage area has been flooded with water. If the water is not drained soon, the food will spoil and everyone will go hungry during the winter. Possible solutions include (but are not limited to) drilling a hole through the floor, soaking up the water with bread crumbs and carrying them out via "bucket brigade", creating a siphon out of connected drinking straws, etc.

PROBLEM #3: A hungry woodland creature is scraping at the door. If it's a hive, the animal is a bear. If an ant colony, the creature is an anteater of some kind. Possible solutions include (but are not limited to) sending in the military to overwhelm the creature with biting, stinging force, or perhaps utilizing the special talents of the other characters to draw it away.

PROBLEM #4: Some giant, outside force is kidnapping citizens and sealing them in large, round, glass holding pens. Possible solutions include (but are not limited to) sending an expeditionary force up the kidnapper's trouser leg, sending some strong bugs with stone clubs to break the glass holding tanks, or even digging underneath and attempt entry through the jar bottom.

PROBLEM #5: On the outskirts of the meadow, another megalithic human child is using an orbital lens weapon to superheat citizens and make them go "pop". Possible solutions include (but are not limited to) causing a distraction and carting away the magnifying glass, or direct military intervention.

PROBLEM #6: A rival colony or hive is encroaching on your feeding ground. They've overpopulated their territory and their people are starving. Skirmishes have broken out along your borders, and now an envoy has been sent to meet with you and negotiate peace. Possible solutions include (but are not limited to) conceding or leasing a small section of Stinky Meadow to the rival clan for temporary harvesting, an all out call to arms, or any number of options in between. This problem above all will test the queen's diplomatic capabilities.

IT'S GOOD TO BE THE QUEEN: This is primarily a problem-solving scenario for the temporary queen, but there's no reason the other characters can't participate in the process, or help on the front lines. Have fun with it, and let the players use their imaginations.

Of course, just when the characters are feeling mighty proud of themselves, the real queen will return home from the spa, rested and refreshed. Naturally, she'll be impressed with Phil's report of the characters' antics, and of the temporary queen's shrewd decision-making. Either that or the characters will be darn glad to see her because everything they did was a total disaster. It really depends on the style of game the characters have driven: the capable misfits triumphing over all odds, or the incapable misfits screwing up at every turn and realizing that with great power comes great... headache.

In any case, the characters will be rewarded according to their results. If all is well, then a celebration will be ordered (at which the queen will announce her annual replacement queen - the character that wore the crown so boldly this day). If things are less than perfect, the queen will throw up her hands and sigh, commenting how "if you want something done right..."

MILK (& HONEY) RUN

by Colin Fisk

THE PREMISE: With winter rapidly approaching, the characters are asked by a local honeybee hive to guard the transportation of a precious load of nectar to an allied hive across Stinky Meadow. This should play like a cold war spy thriller with plenty of suspense and quick action. While it's not necessary for any of the characters to be a honeybee, having at least one flyer to do reconnaissance would be helpful. While the characters are, in fact, mercenaries, they shouldn't see themselves as such, but rather heroes helping to further the survival of a vital ally in Stinky Meadow.

THE SETUP: The characters have been summoned by Queen Elizizabeth of the local honey bee hive due, in part, to the reputation they have gained from their services to Priscilla, the Ant Queen. Even if this is not the same group who did either the West Ridge Scout or Great Cake Hunt, being asked to do a favor by the Elizizabeth is a great honor. Not only does her word carry great respect within Stinky Meadow, the reward of honey from next springs harvest is an intoxicating prospect. Once in her royal presence, she will explain that Queen Cryzztal's Honey Bees from the south had much of their nectar storage destroyed by a bear attack. In the spirit of cooperation, her hive has offered some of their excess to help sustain her friend's hive through the winter. In order to facilitate the movement of the nectar, Elizizabeth's workers have constructed a honeycomb container to store the life-saving delivery, as well as one of her drones as a guide. To further show the unity involved in this venture, Priscilla has given a detail of 40 of her worker ants to help transport the comb.

SADDLE UP: This is a massive undertaking. A path large enough for the honeycomb, both in terms of space and removal of potential attackers, has to be cleared. Buzzz, the guide, will suggest a route which crosses the old picnic area, as well as taking the East Cliff Ridge past the river. Any character making a Bug Lore roll under 5 will realize that the cool weather will have pushed the hornets from the picnic grove into hibernation already.

This will be a three-day trip by all reckoning. The first day should be spent on preparation. There will be heavy vegetation to be eaten/moved, mysterious shadows that block out the daytime sun and just a hint that the weather might turn hot enough to bring out hornets or wasps. The first evening, while cold, will have little moisture in the air, further suggesting a heat wave is coming, which could also spell disaster for the honeycomb and its vital cargo.

MORNING HAS BROKEN: Just as you are getting ready to move out, Buzzz will suggest that he and the other flyers in the party do a quick scout of the morning's route, which should, by lunchtime, have them at the picnic grove - still ripe with leftovers to further energize the party. After he and the other flyers have gone their separate ways, the party will be ambushed by a flight of four bees bearing the markings of Suzzzan, the exiled sister of Queen Elizizabeth. The characters should realize the necessity of not letting one bee escape, as they will surely bring back a much larger attacking force if they do. If no one comes to this realization, have Conrad, the ant directing the workers, point this out. For dramatic purposes, have any player character flyers be returning to the convoy after the first round of attacks by the bees. Buzzz, however, will not show up until after the battle has finished. If questioned, he will describe having to dodge a sparrow attack.

PIT STOP: After the battle and a stop at the picnic grounds for a refreshing boost of energy left by passing humans, the group should, under the threat of rain and possible wasp attack, push on to Downed Tree, a magnificent redwood that fell during the

storm that forced Priscilla's colony to move, and over Raging River. This last part should especially be played for drama, with a black bear fishing for food under the DT as the group sneaks the honeycomb over its head. Any player who is foolish enough to attack the bear should immediately be weeded from the gene pool.

SECOND INTERMISSION: The second night should be spent at the ruins of Priscilla's old ant hill. The main chamber was exposed during the flood and should serve as protection for the honeycomb. All the ants will be very uneasy about staying there and will spend most of the night in a nervous and confused state.

CLIFFHANGER: Once again, Buzzz will suggest a morning scout, as the party continues its forward progress. Some fifty feet past the old ant colony is a winding trail up to a ridge, which will lead to the party's destination. Once again, as the party reaches the top of the cliff, bees from Suzzzan's hive will attack. This time there are thirty bees and they are calling for the characters immediate surrender of the honeycomb. Even if the players decide the fame, glory, and honey isn't worth their lives, an attack squadron of 25 of Queen Cryzztal's finest will show up to engage the enemy. During the ensuing madness, the ants will keep marching on.

CAN A BEE BE A MOLE?: As the ants keep pushing forward, Buzzz will return and, in case anyone hadn't realized his duplicitous nature, will attack and kill Conrad, causing the ants to stop in their tracks, leaving them an easy target for dive bombs runs. Though everyone will see Buzzz's attack, he shouldn't be killed in the final battle. Instead, he will surrender as soon as he has been hurt.

CONFESSION IS GOOD FOR THE SOUL: Once Suzzzan's forces have been killed or fled, you can bring in a massive, 500 bee strong squadron of reinforcements for dramatic purposes if you feel it's appropriate. Buzzz will admit to working for Suzzzan all along, having been offered the position of Royal Consort if he could help her to capture the nectar, which would not only weaken her sister's closest ally, but allow her own hive to grow enough over the winter to possibly destroy Queen Elizizabeth.

NECTAR OF THE GODS: With the rival's plot derailed and the nectar safely delivered to friendly airspace, one of the party, ant or not, should take control of the column and finish the delivery of the honeycomb. Queen Cryzztal will be most appreciative and will offer a bonus of some excess honey now that their nectar stores will safely keep them through the winter.

Bees (Suzzzan's)

TOUGHNESS 2/Fighting 1/Flying 1; GOO 10

Sting: Damage = 2 + TOUGHNESS

Bees (Cryzztal's)

TOUGHNESS 3/Fighting 1/Flying 1; GOO 13

Sting: Damage = 2 + TOUGHNESS

Buzzz

TOUGHNESS 2/Fighting 2/Flying 2; BRAINS 3/Bug Lore 2; WITS 1, GOO 15

Sting: Damage = 2 + TOUGHNESS

GARDEN VARIETY

by Todd Downing

THE PREMISE: The characters stumble upon the granddaddy of all organic vegetable gardens. There's something for everyone here, but they'll have to get in and out without falling victim to the bug traps and "biological" defenses like the 5th Armored Ladybug Division.

THE SETUP: Characters can be any bug type. The back story is largely up to you, but can include being sent to scout for a communal food source, or the characters could be outcasts banded together for safety. Whatever the case, they will have been hiking the outskirts of Stinky Meadow for days, and miserable with hunger.

FARMER BROWN'S GARDEN: Just when they are about to give up hope, the characters spot a giant picket fence stretching up into the sky, overgrown at the bottom with stalks of long grass. Strangely, the area is silent. No bug noise, no birdsong. As the characters draw close to the fence, they'll hear a faint, pathetic cough. Upon investigation, they'll discover a potato bug, severely wounded and near death. The potato bug says his name is Jake, and warns the characters not to enter. He babbles on about how it's paradise, full of every kind of food for every kind of bug... but there is danger everywhere.

Just then, the sun will be blotted out by a crow coming to rest on a nearby tree branch. It eyes the characters with sinister intent. There's really only one way to go - through the fence and into the garden. If they try to drag Jake along with them, he'll refuse, saying, "I'll just slow you down. Leave me here... <cough> I'll be fine..."

As the characters dash into the overgrown corner of the garden, they'll hear a terrifying scream from Jake, and then silence.

THE WONDER OF IT ALL: After a short trek through the tall grass (which is strewn with the desiccated husks of bug remains), the characters will emerge in a sunny courtyard. An enormous shed stands off to the right. Rows of corn stretch infinitely to the left. Nearby, tomato cages reach toward the sun. Green beans, squash, peas and pumpkins cram the empty spaces. Three kinds of lettuce erupt from a wooden planter box. Strawberries climb on vines from their ceramic jugs. There's no smell of pesticide anywhere. It's all organic, all natural produce.

It's a bug wonderland.

KIDS IN A CANDY STORE: The characters will be shocked by the sheer volume of good eatin' to be found here. Let the characters take it all in. Let their stomachs turn cartwheels and let the drool flow freely.

Then show them the disco.

WHAT THE -- ??: At the base of the wooden planter, a little bug building sits, advertising free nectar drink specials and all you can eat. Marquee lights beckon and a delightful aroma draws the characters closer. They can see other bugs inside the building, dancing and frolicking.

A successful Bug Lore roll will reveal that the other bugs are not actually frolicking - they're trapped. The characters can hear the faint cries of the other bugs, warning them away. A few yards away, several weevils and a fly struggle against the

sticky film of a pest strip. In the distance, the sound of aerial maneuvers can be heard as a squadron of ladybugs airlift a hapless tomato worm over the fence and kick his butt out into the meadow. A couple of the ladybug squadron break formation to cruise over the area occupied by the characters. At that point the message should be clear - THIS PLACE IS A DEATH TRAP!

A successful Camouflage or Sneaking roll will ensure the characters are not spotted by the ladybugs.

CHOP CHOP NOW: The characters will have to work fast if they want the chow. Near the base of the planter lies a garden trowel, a pair of safety goggles, a few river stones, newspaper and a bag of manure. It may be possible to cause a distraction by making a catapult out of the trowel and flinging a clump of burning manure into the ladybug quadrant, thereby allowing a few minutes of time for the characters to gather a healthy supply of food and reach the safety of the tall grass. All the components are there, from the magnifying power of the safety goggles to light the manure to the river stones to push onto the trowel handle.

Of course, if the characters want to come up with an alternate plan for distraction (with or without the listed resources). They may simply desire to steal some food and sneak away without alerting the ladybugs at all. As long as they avoid the pest strips and bug discos, they should be okay. Just in case, one of the characters may want to stand watch in case another aerial recon squad flies over.

THE ESCAPE: The characters should manage to harvest a good share of food without alerting the ladybugs, but be sure at the last moment, a lone pea drops from heavily laden arms and goes bouncing across the courtyard. The alarm will be raised, a distant air raid siren, followed by the buzz of two hundred ladybugs in flight. Give the characters a little last minute scare as they dash into the tall grass with their ill-gotten goods.

They'll be safe if they can reach the fence posts, and can relax awhile and fill their bug bellies with yummy food.

Of course there's always that trip home, and the vigilant crow...

The Potato Bug Underground

Optional: If you want to add more of a wartime suspense element to the scenario, have the characters encounter the Potato Bug Underground during their retreat from the Ladybugs. If the potato bugs find out the characters were friends of Jake, they'll lead the characters through a complex of underground tunnels that come out in Stinky Meadow, well outside the fence.

Crow

TOUGHNESS 3/Fighting 2/Flying 2/GOO 25

Ladybug

TOUGHNESS 1/Fighting 3/Flying 2/AV1/GOO 10

JUNE BUGS

by Colin Fisk

THE PREMISE: Being of a respectable age, the characters have been asked (ordered) by their respective leaders to chaperone the Annual June Jitter Bug Dance. This adventure is designed for any type of bug and should be about trying to maintain order in the chaos of raging hormones, organizational difficulties and a surprise attack by some ravenous birds all while trying to salvage their own personal relationships.

THE SETUP: The June Jitterbug Dance is the social event of the bug world. Even bugs that only have a lifespan of a few weeks are planning on attending. Flyers are posted throughout the bug kingdom and everyone should be excited about going. You should build the characters expectations by letting them make elaborate plans, then immediately crush them, as their respective leaders, Queens etc, ask them into their royal chambers and request and require their presence as official species representatives to chaperone the dance. Remember, you should encourage the characters to make plans at first so you can drop in jealous bug friends at inopportune times.

THE BEST LAID PLANS: It's the dance of the year and for some, their lifetime. The characters have drawn the unenviable task of maintaining order and control of the dance. Though they will not have to set up or provide security for Buggy Holly and the Crickets, who've brought their own roach bodyguards, they will have to divvy up tasks such as keeping the refreshments filled, working the door to keep the rowdies out, making sure mating dances are interrupted quickly, breaking up fights between amorous rivals, that sort of thing.

BLUEFLY DANUBE WALTZ: Four flies are hoarding the contents of the punchbowl and are starting to get very possessive about the nectar. After they push away several smaller bugs, the player in charge of the refreshment table should make a Bug Lore roll under 5 to realize that the flies will back down when confronted by larger numbers than their own. If the character misses his skill check, then one of the noseiums they have for carrying messages to other chaperones will disperse to gather the other chaperones. If the characters insist on fighting, consider all damage as "bludgeoning" and, if a character is dropped to zero GOO, he is knocked out for 5 minutes instead of dying.

DANCING IN THE DARK: As soon as the blueflies have been evicted/chased from the dance, the fireflies (which were serving as lighting) will immediately pack up and leave in solidarity. The characters will need to find a new source of illumination soon.

THE ROYAL GUARD: As soon as light is restored and the band starts to play, six very large honeybees will demand entrance on the grounds that they are the guards of Princess Gizzelle, daughter of Queen Elizizabeth, who has snuck out of the hive. As they bear the royal pattern of Queen Elizizabeth, it's a pretty safe bet they are not lying. When they spot the princess, she will be dancing with a large "bad boy" beetle, looking very tough in all black. An argument should interrupt the band, as the princess wants to stay at the dance.

STARLIGHT STARLING BRIGHT: Clarice, the most notorious bird in Stinky Meadow (Bug Lore check +2 to know of her), and her mate, Hanny, cannot resist the smorgasbord that is the June Bug Dance. Before the royal guard can haul the princess back to the hive, Clarice and Hanny will attack the patrons of the dance, making dive runs and eating anything in sight.

NOW YOU NOSEIUM, NOW YOU DON'T: The Noseiums will offer themselves as a distraction while the characters evacuate the dance. During the ensuing battle, with Noseiums getting eaten left and right, the princess's bodyguards will organize a counter attack. While the Noseiums will distract the birds for quite some time (figure at least three eaten per pass made by each bird), the royal guards will eventually be wiped out. The last of them will land near one of the player characters, and with his dying breath, turn over the responsibility of getting Gizzelle back to the hive to him. If either Clarice or Hanny take more than 15 GOO damage, they will both retreat from the area, leaving much carnage behind. If one of them is actually killed, then the other will try and do as much damage as possible, fighting to the bitter end.

RACING THE MOON: The characters should escort the slightly injured Gizzelle back to the hive. During the fight, she should have a wing bruised, which will keep her grounded. Though the hive is nearby, her public appearance will mean enemies of her mother will be searching for her. As they near the hive, a flight of bees from her mother's rival, Queen Suzzan, will start chasing them. This should be played as a chase, not combat, with plenty of shrubbery for the characters to run through and prevent the bees from getting to the princess. After a thrilling chase, with pratfalls and close calls, the rival bees will abandon their efforts and the characters will get the princess back home just as another group of ten royal guards is preparing to search for her.

REWARD: In gratitude for saving her line, Queen Elizizabeth, will offer the characters fresh honey, as well as seats in the royal box for next month's BattleBees Faire; an annual tournament held by the bees to show off their various skills. The characters will also earn her eternal gratitude (+1 POPULARITY.)

Noseiums

Cloud: TOUGHNESS 1/Fighting 2/Flying 2; BRAINS 2; GOO 8
Individuals: GOO 1

Royal Guards

TOUGHNESS 3/Fighting 2/Flying 2; GOO 13
Sting: Damage = 2 + TOUGHNESS

Clarice & Hanny

TOUGHNESS 4/Fighting 1/Flying 2; GOO 20
Beak: Damage = 4 + TOUGHNESS

Blueflies

TOUGHNESS 2/Flying 2; LOOKS 1/Gross Factor 2; GOO 8

Name: _____

Bug Type: _____

Age: _____ Gender: _____

Special Abilities: _____

TOUGHNESS.... ()

Fighting ()

Flying ()

Jumping ()

Running ()

CRAFTINESS ... ()

Building ()

Fixing ()

Shooting..... ()

Sneaking..... ()

LOOKS..... ()

Camouflage ()

Gross Factor ()

Attraction..... ()

BRAINS..... ()

Bug Lore ()

Gen. Knowledge ()

Science ()

WITS..... ()

GUTS ()

GOO ()

POPULARITY ()

CHAR. PTS..... ()

Notes:

Name: _____

Bug Type: _____

Age: _____ Gender: _____

Special Abilities: _____

TOUGHNESS.... ()

Fighting ()

Flying ()

Jumping ()

Running ()

CRAFTINESS ... ()

Building ()

Fixing ()

Shooting..... ()

Sneaking..... ()

LOOKS..... ()

Camouflage ()

Gross Factor ()

Attraction..... ()

BRAINS..... ()

Bug Lore ()

Gen. Knowledge ()

Science ()

WITS..... ()

GUTS ()

GOO ()

POPULARITY ()

CHAR. PTS..... ()

Notes:

Hit	1	2	3	4	5	6
Location	Head	Thorax	Abdomen	R. Legs	L. Legs	Wings*
AV						

*If character has no wings, roll again.

Weapons	Damage

Hit	1	2	3	4	5	6
Location	Head	Thorax	Abdomen	R. Legs	L. Legs	Wings*
AV						

*If character has no wings, roll again.

Weapons	Damage