

A taxidermy of a white goat head is the central focus, surrounded by vibrant, colorful Christmas lights in shades of red, green, blue, and purple. The background is filled with these lights, creating a festive and bokeh effect. Green ferns and other foliage are interspersed among the lights, framing the goat's head.

# Satyrus

A Caltrop Core Game

Petri Leinonen, 2022

# Satyrs v0.4

a Caltrop Core game  
by Petri Leinonen 2022

You are a bunch of adventuring 20-something year old Satyrs and Fauns (commonly referred here as Satyrs) with messy relationships and cheerful magic, going on quests to find treasures, rescue princes/princesses/descendants of monarchs in distress and defeat evils. Satyrs have the abilities and capabilities of heroic humans, but can also talk with animals and always have a beautiful singing voice.

Satyrs are incredibly messy and fickle with how they perceive relationships, and even if they don't want to acknowledge it, love the drama that rises from this. As mythical 20-something creatures, a Satyr also has very little emotional maturity to deal with how the drama affects them and their fellow adventurers, but they try their best anyways.

In addition to playing their Satyr, one of you is the GMaster, who tells the story, describes the world and reacts to the happenings in the game.

## Creating a Satyr

1. Come up with a name
2. Choose a **ROLE**:
  - The Beefcake Barbarian
  - The Emo Warlock
  - The Flashy Swashbuckler
  - The Naive Priest
  - The New Age Druid
  - The Repressed Ranger
  - The Stereotypical Bard
  - The Trust Fund Paladin
  - The Wizard School Dropout
  - (or create your own)
3. Choose the way you look. Pay attention to at least the following:
  - The size and shape of your horns
  - The color of your leg fur and hair
  - The size of your hooves
  - What plant do you smell like when you would be blushing
4. Choose your pronouns.
5. Choose what color of the rainbow represents you and your magic. You cannot choose the same color someone else already has. You start with 2d4 **mana tokens** to cast magic with.
6. Once everyone has reached this step: Each Satyr has a **AFFECTION** towards every other Satyr. This is either "Platonic", "Romantic" or "Complicated".



## Core System

The **first rule of the game** is that if the dice rolls or the rules of the game interfere with the story that you're telling together, feel free to ignore the rules.

The core system is very simple. When there's a turning point in the game where your satyr performs an action that could resolve the situation and that would be interesting if it succeeds or fails, the dice come to play. Everyone around the

table can pitch in and suggest what happens if the action fails, and you (the player making the action) choose the one that feels most fun.

If you're doing it with someone or because of someone, roll a number of d4s depending on the type of your **AFFECTION** you have towards them, determined by the following table (if you're doing something with multiple other satyrs, choose who you're really doing it for and roll with that):

If you're doing an action alone and it's not motivated by any other Satyr, roll a 1d4.

<b>AFFECTIONS</b> You\The other satyr	Platonic	Romantic	Complicated
Platonic	4d4	2d4	2d4
Romantic	3d4	2d4	3d4
Complicated	2d4	2d4	4d4

After rolling, pick the highest result and compare it to below:

1. **Utter Failure:** You utterly fail in what you're doing.
2. **Failure:** You fail in what you're doing, but someone else gets an opening to act.
3. **Success with a Cost:** You succeed in what you're doing, but have to pay a price. Everyone around the table can suggest what that is and you choose which you think is most fun.
4. **Success:** You get what you want.

If you roll **doubles** (two or more of the same number) this action affects your changes your **AFFECTION** with the other Satyr in question. The other Satyr **can** change their **AFFECTION** towards you (but don't have to), and you **must** change your **AFFECTION** towards the Satyr in question. Reveal the new **AFFECTIONS** at the same time.



## When to roll?

Roll dice only when there is something interesting going on and when a dice roll could potentially solve things. Resolve broad strokes with rolls instead of nitty gritty details like individual strikes unless they are very dramatic. Make sure that everyone gets a moment to shine.

## Magic rules

Characters can do with their regular actions what normal heroic humans can achieve. For effects that are more supernatural or would require special effects team to pull off on film, they have to use magic.

Magic runs on **MANA TOKENS**. It's recommended to use shiny glass beads or other colorful trinkets. When using magic for an effect, the Satyr spends 1-5 **MANA TOKENS** and rolls that many d4s.

Otherwise the roll follows normal action rules, except that on **doubles**, instead of **AFFECTION** changes, the character's magic has some wild, unforeseen consequences. Everyone at the table can give ideas, and the player chooses what they think is most fun.

Each satyr starts the game with 2d4 **MANA TOKENS**, and gets more when they:

- » Do something stupid that causes problems because of who you are (worth d4 tokens).
- » Do something stupid and typical of you that makes you not take any real action (worth one token)
- » be honest and true with their fellow adventurers.

There are suggestions with each role.

Magic is always visible and shiny. With bright colors and sparkles, if possible.



# Character roles

## The Beefcake Barbarian

- » When you take the most straightforward approach to a task, you can reroll your dice but must keep the new result.
- Examples of how you can get tokens:
  - Get d4 tokens when you rush into conclusions, possibly making a mess out of things.
  - Get a token when you focus on your appearances instead of acting usefully in a situation.
  - Get d4 tokens when you bring focus on the inner beauty of a fellow adventurer.
- » Use your magic to for example:
  - Perform incredible feats of strength
  - Intimidate or impress enemies
  - Slay weak monsters
  - Get to places

## The Emo Warlock

- » When you are calculating in your approach to a task, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you act according to your daemonic patron's wishes, possibly making a mess out of a situation.
  - Get a token when you bicker with your daemonic patron, instead of acting usefully in a situation.
  - Get d4 tokens when you verbalise how you can relate to a fellow adventurer's worry
- » Use your magic to for example:
  - Summon daemonic creatures
  - Fire a rainbow colored eldritch blast of energy
  - Summon smoke and fire
  - Take on daemonic features

## The Flashy Swashbuckler

- » When you approach things with style over substance, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you allow yourself to be challenged to a test by someone more powerful than yourself.
  - Get a token when you play around with a task instead of completing it.
  - Get d4 tokens when you tell tales of your failures to your fellow adventurers.
- » Use your magic to for example:
  - Swing around
  - Disarm or baffle enemies
  - Lift moods
  - Become lightning fast

## The Naive Priest

- » When following the tenets of your god to do things, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you believe the best in someone not worth the trust, potentially messing things up.
  - Get a token when you preach the correct way of acting instead of acting usefully in a situation
  - Get d4 tokens when you affirm your fellow adventurer's self-esteem by accepting them the way they are.
- » Use your magic to for example:
  - Heal wounds
  - Bless and Curse things
  - Banish fear
  - Frighten the unnatural abominations



## The New Age Druid

- » When taking the peaceful approach to things, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you distance yourself from a conflict instead of resolving it, possibly making a mess out of things.
  - Get a token when you spend time just appreciating the moment instead of acting in it.
  - Get d4 tokens when you listen to a fellow adventurer and push them to act.
- » Use your magic to for example:
  - Summon sentient plants
  - Change into a tree-thing
  - Create hallucinogens
  - Parlay with dryads

## The Repressed Ranger

- » When approaching things from a distance, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you think you can help someone else better by doing things yourself and potentially mess things up.
  - Get a token when you avoid conflict instead of acting usefully in a situation
  - Get d4 tokens when you comfort/support your fellow adventurer by revealing something new about yourself.
- » Use your magic to for example:
  - Become a whirlwind of double scimitars
  - Get your animal companion to save the day
  - Shoot a trick arrow
  - Move quickly and unseen

## The Stereotypical Bard

- » When approaching a situation with a sexual tension, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you become enamoured of a baddie and act foolishly because of this.
  - Get a token when you burst out in song instead of acting usefully in a situation.
  - Get d4 tokens when you cheer your fellow

adventurer up.

- » Use your magic to for example:
  - Create illusions
  - Boost your own social skills
  - Distract enemies
  - Counter evil magics

## The Trust Fund Paladin

- » When you act with bravery in a situation, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you try to solve a situation through money, and mess things up.
  - Get a token when you spend instead of acting usefully in a situation
  - Get d4 tokens when you do something supportive for your fellow adventurer that isn't about money.
- » Use your magic to for example:
  - Smite evil
  - Protect your allies
  - Shine a holy light
  - Lock a foe in place

## The Wizard School Dropout

- » When you approach a situation relying on what you've been taught, you can reroll your dice but must keep the new result.
- » Examples of how you can get tokens:
  - Get d4 tokens when you figure you know best in a situation where you are clearly in over your head, and potentially mess things up.
  - Get a token when you weigh all the options out loud instead of acting usefully in a situation
  - Get d4 tokens when you take the time to support a fellow adventurer by helping them with their workload.
- » Use your magic to for example:
  - Fireball!
  - Prismatic Spray!
  - Magic Missile!
  - Fly!

# License

This game is built on Caltrop Core.

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# Thanks

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Thanks to Christopher Stratton Smith and Mikko Meriläinen for excellent ideas for additional character roles.

Thanks to titanomachyRPG for the core system.

# Changelog

## Version 0.4

- » Tokens are Mana Tokens, Relationships are Affections.
- » Dice matrix updated to make more sense.
- » Added “the first rule”, this is a storytelling experience after all.
- » Removed the long pronoun list, people should know what to do without it taking half a page.

## Version 0.3

- » Updated number of dice for each level of relationships (so it's between 2 and 4).
- » Changed extra d4s to rerolls.
- » Updated the social token goals to giving potentially more tokens.
- » Added changelog.