

# TTRPG



# Kids

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## Overview:

TTRPG Kids is set up to give young kids the experience of playing tabletop role playing games with a light rules set. This lets the child roll dice, role play, and experience the kind of gaming that gets the imagination flowing.

This game is a Gamemaster (GM) heavy game as the players are young and inexperienced. The story and the Player characters (PC) interaction needs to keep the kids interested and keep them reacting. Give them the choice on how they are going to act, even if there are no skills associated with their decisions. The GM will help the kids to figure out how they will roll.

Like other TTRPG's, TTRPG Kids is a story driven game. Don't let the die change the outcome of the story. As this game is ment for younger children, they should be able to "Save the Day". If a difficulty needs to be adjusted to keep the story moving forward, GM's don't hesitate to do that.

The overall idea behind this game is to get children 6-10 interested in playing TTRPG's giving us a future generation of players for this amazing hobby.

## Setting:

The setting for TTRPG Kids should be discussed with the players and the GM. The setting can be anywhere they choose. This book will have ideas for settings and will have a fleshed out lore for the game and future game ideas. The reason for possible different settings is because kids like different things. Zombies, magic, monsters, gangs, magic, knives, everything can be incorporated into the story as the GM decides. Keeping the PC's actively playing and interested while having fun is what is most important.

### Setting Idea #1

Candyland.

The ground is soft and bouncy. It feels like everything is covered in cotton candy. Bright colors glistening in the light radiating from the big orange ball of taffy in the sky. Trees of red and white striped candy canes standing proud, reaching high into the air. Rivers of chocolate and soda bubbling across rock candy can be heard in the distance. Everything looks sweet and edible.

Most of the residents in this land are super sweet and nice. They are willing to help the PC's on their quest (more to follow on quest ideas). There are some that are trying to block the PC from

completing their quest. These Non-player characters (NPC's) will stop at nothing to keep the mission from succeeding, either because of greed, a bad interaction with the PC's, or any other reason the GM sees fit. Keep it age appropriate for the PC's.

The "Bad" guys in Candyland are: Sour Kids, Jaws Breakers, Licorice Soldiers, and Spicy Drops. Their attributes and skills can be found in the NPC section of this book (pp. ).

## **Setting Idea #2**

Jurassic Jungle.

This is a densely populated jungle with a mix of creatures that can make the PC's have issues while trying to complete their story. Dinosaurs, saber tooth tigers, deadly fish, dangerous birds, etc try to stop the PC's by eating them if possible. This setting has two different factions of humans, the smart and friendly Manusia and the warrior and honorable Glied.

This land has two towns. The Manusia live in a cave with a large gate to keep the predators out. The Glied refuse to live underground, so they live in a walled community with a wire mesh net over the entire town. The wire is there to keep flying predators away.

## **Setting Idea #3**

Inkling

Inkling is a different kind of land. It is a colorful, shifting and wild land reminiscent of the cartoons of old. Will D. Wolf, going after the Catrunner where the wolf uses items and strategies trying to capture the cat to eat for dinner. He never succeeds.

Then there is the Martian, Melvin. This gray alien keeps sneaking into inkling, only to be evicted by the government there headed by a large orange headed bird known as Tallia. This land is all about the laughs. Money stretches and snaps back to the owner, slapstick comedy reigns supreme. This land is a comedy run for the kids.

Here there is car combat, explosives, piano's dropping from the sky, ect making for a messy, funny story for any kid. Inkling can be set up as any cartoon ever, or never made.

# Character Creation:

## Races:

Races have no differences in play except where the PC's wish for them to. The races can be anything that the player wants. A dwarf, elf, monster, fish, grey, or anything else they choose that is fitting for the setting. Expect them to want to play something different as this game is made for younger kids.

If the player wants a race that breathes water or has no physical form (ie a ghost), then roll play it out with the kids. Remind them during character creation that the character needs to fit into the setting, or story the GM is running.

## Attributes:

Physical- Body, strength, and all physical attributes including reaction ect...

Action- Use of weapons, tools, sports, etc

Thought- Spells, computer use, study, perception

The attributes are the most important part for the PC to decide upon as they are what allow the PC to roll dice for everything.

The PC has some choices for the attributes. Good 1D6, Better 2D6, Best 3D6, Godlike 4D6. The character MUST average 2D6 between the three attributes. GM must assist the younger players with this.

Example 1	Example 2	Example 3
PHY-3 ACT-2 THT-1	PHY-2 ACT-2 THT-2	PHY-1 ACT-4 THT-1

The levels show the number of die thrown for the attribute. In example 3 PHY and THT only throws 1D6 and ACT throws 4D6.

## Skills:

The skills can be anything that the child and the Parent (GM) sees as age appropriate. Talk with the child and figure out what skills they would want.

The skills should be in four ratings.

Lv 1 (Good) +1 to roll. This is for a semi-skilled roll.

Lv 2 (Better) +2 to roll. This is for a trained skill.

Lv 3 (Best) +3 to roll. This is for an expert skill.

Lv 4 (Godlike) +4 to roll. Amazingly good skill.

New characters can have up to six skills. The player can choose one at a Godlike level, but if this is used then they cannot have any at the best level. If they choose not to use Godlike, then they can have 2 at Best, 2 at Better, and 2 at good.

This means for 6 skills:

No Godlike	Godlike
Skill1: Best Skill2: Best Skill3: Better Skill4: Better Skill5: Good Skill6: Good	Skill1: Godlike Skill2: Better Skill3: Better Skill4: Better Skill5: Good Skill6: Good

Some skills that can be used are listed in the table below. This is not an exclusive skill list as any skill that the PC and GM agree on can be used in the game.

Summon-Monsters/g hosts/Spirits etc.	Spellcasting- used for all kinds of magical casting.	Wrestling- Unarmed combat.	Acrobatics- Gymnastics, dodge, etc.
Toy making-making toys, traps, etc.	Driving-any vehicle skill from bikes to jets.	Cooking- Food, potions, candy etc	Games- playing video games, board games, card games. etc...
Heal-Heal damage done to PC's/NPC's (Add total die roll together to heal that amount of DP)	Tracking-following someone anywhere	Animal Handling- Training, commanding, seeing through animals eyes.	Fort Building, Defenses, building, any construction skills

Creating- weapons, tools, items	Armed combat- blades, guns, bows, etc.		
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GM's, remember what skills the kids choose and try and work them into your story. For example, if they choose cooking then put them in a situation where rolling a cooking check will present itself.

## Bonus:

Bonuses can be granted for a roll with either an item/weapon/armor or magic/monster/talisman. The bonuses that are granted are dependent on the level of the item/weapon/armor magic/monster/talisman ect. The levels are the same as the skill levels.

### The Items/magic should be in four ratings.

Lv 1 (Good) +1 to roll. This is for a light item/spell

Lv 2 (Better) +2 to roll. This is for a medium item/spell.

Lv 3 (Best) +3 to roll. This is for a heavy item/spell.

Lv 4 (Godlike) +4 or more to roll. This is for a Legendary item/spell

The Item/Magic bonus is added to the roll for the roll that the item/spell is used.

***Example:** PC needs to shoot a slingshot (good) at a bottle as a distraction. The PC rolls ACT+Skill (Better) (2) + Slingshot (Good) +1. Her ACT is 2d6 so she rolls 2D6+2+1, she rolls 9+3 or a 12.*

For cost of Items or Spells see Items section.

## Life Points:

The life points are the way you track damage in the game. Every character starts with 10 LP at character creation. For every point that is in the PHY's attribute the player adds 10 LP's for a minimum of 20LP and a max of 50LP at character creation.

### Knocked out

If the character reaches 0LP then the character becomes incopassitated (For kids sake say knocked out). If the character isn't healed in 24 hours then the character does not survive the job, failing the mission.

## Healing

Healing the LP can be done by items, spells, potions, doctors, clinics, etc. The person doing the healing rolls to heal.  $ACT + Skill$  (heal, first aid, magic, etc) + Bonus (Item or Magic) is a competitive roll against the wounded characters PHY with no modifiers. The difference between the two rolls is how much the character is healed.

# Character Sheet

# How to Play

## Story

After the GM and the PC's decide on a setting, create characters, and set up the gameplay the GM starts telling the story that the PC's will be playing through. Remember that this game is for younger children or players with less experience than other games have, so it is more important for the GM to have a story to tell.

### Story Example

*The test game ran through a post-apocalyptic setting where the PC's had to deliver a special cheese to a pizzeria that operates out of what was once Portland, Oregon. This game was with a 6yo player so the GM decided to keep the violence as non-lethal.*

*The PC was playing a human child who was trying to get the package delivered. He had to face gang members of different races, a crazy car that the driver was trying to capture him, and a female kid his age who was trying to trick him.*

*The reason for these obstacles were because the PC's skills were: Unarmed combat, Bike riding, hiding (Stealth), interrogation (he called it questioning), summon ghost, and running. He had to roll all of his skills to accomplish his goal, deliver the cheese.*

*He did complete the mission and got the cheese to their employer, a Mr. Chuck E Pizza.*

## Rolls

For players who want to accomplish a goal, there should be a roll unless it is one that can be roleplayed. Let the kids talk through things if they can. The questioning from the previous example was done through talking. I had him roll his questioning roll just to see how the NPC would answer.

There are two kinds of rolls for this game. Difficulty level rolls and Competitive rolls.

## Difficulty

Difficulty rolls are an unopposed roll where the PC has to roll above the difficulty number for the task that they are trying to accomplish. The difficulty level should be decided upon by the GM. This is an adjustable number depending on how the story is going. Remember that the kids need to be the hero of the story, so they should be able to win the game. Having setbacks is ok, but don't have them fail too many rolls as this may discourage the kids from this kind of gaming.

The general difficulty levels are:

Easy	3+
Medium	6+
Hard	9+
Impossible	12+

If the roll is guaranteed to succeed then the PC doesn't have to roll, unless it is done to have the player feel good about it.

### **For example:**

*Player has to roll for a minor illusion spell to be cast. The player chose to have Action (2) and casting (3) so she is rolling 2D6+3. Her difficulty level is easy as she is just trying to have someone see a small mouse run around the corner for a difficulty of 3 which is guaranteed. The GM has her roll so she can feel like she did it, no matter what she rolls, unless it is all 1's (See Gremlins/Masters).*

## Competing Rolls

The competing rolls are opposed rolls between either multiple PC's or a PC and a NPC. These rolls go to whoever has the larger total roll.

**Example:** The player decided to enter a baking competition. She makes it into the finals, so both the PC and the three NPC's in the competition roll their baking skills. It is decided to be a Thought attribute and baking skill. THT+baking= Totals. PC got 19, NPC's 15, 16, 14 so the NPC's all lost.

## Gremlins/Masters

Gremlins and Masters are special cases of die rolls. Each should be roleplayed out after the roll is done. Gremlins are a critical failure and Masters are a critical success.

### Gremlins

Gremlins being a critical failure does not mean that the failure is a failure. The skill/task might succeed but with an odd outcome.

A Gremlin is when the player/game master rolls all 1's on the die. The more die used, the harder to get a Gremlin roll.

**Example:** a good attribute roll 1D6 comes up a 1 you have a gremlin roll. If you roll a Better attribute you would have to roll two 1's.

When a gremlin is active, the outcome must have an unforeseen outcome. It doesn't mean that it will be a failure, just something unusual in the outcome.

### Masters

Masters rolls are a critical success, meaning that the skill/task will be completed better than anyone's wildest dreams. The outcome can be so good that the rolled skill can succeed so well that it can cause a different amazing outcome.

A masters roll is when all die come up 6's. The more die used, the harder it is to get a Masters roll.

**Example:** a good attribute roll 1D6 comes up a 6, you have a masters roll. If you roll a Better attribute, you have to roll two 6's.

When a Master is active, the outcome must have a great outcome. A perfect skill roll that gives a bonus for the job. The bonus can be another action, a sum of money, or anything else that the GM sees as a bonus for the story being played out.

## Boons/Drawbacks

### Boons

The Boon is an advantage that a PC or NPC gains depending on the story that is needed. Boons can also be earned from items, spells, or other things used in the story as the GM sees fit.

**Example:** *A Foxman is stalking the PC's along the path they are hiking. He rolls a stealth roll, the GM has the PC's roll perception. They fail the competitive roll, the GM does not tell the players the outcome of the roll. Instead the Foxman gets an advantage when the attack starts. It gets one combat round without being defended against or attacked before the PC's can react.*

Another advantage can be a boon to a roll, an automatic dodge, or even a success that gains more information/money/items that the PC needs for the job.

### Drawbacks

Drawbacks are disadvantages that can be bestowed on PC's for different things. Curses, drugs, injuries, etc can make the PC have a drawback. Drawbacks can be harder difficulties, a loss of a combat round, a failure to defend an attack, or a negative amendment to a roll. The severity of the drawback is GM discretion.

**Example:** *The PC's just ran through a cloud of teargas making their eyes water and gasp for breath. The Foxman throws a spear at the PC's who can't see very well. They receive a drawback to their defense roll of -1D6.*

## Combat

Combat is done in storytelling style. The fight flows depending on the start for order. There is no strict order as all combat is done simultaneously. Even if the NPC threat dies, he continues with the combat turn to the end. All damage is piled on at the end of the combat turn for everyone involved.

This style of combat lets the player characters tell their own flair for the fight. Instead of hard initiative combat, one PC can toss a weapon to another PC who can then do an attack with that weapon without waiting for their turn. It also lets the PC's and threats interact with each other during combat while not using turns.

One combat turn is when everyone gets their turn for fighting. A combat turn can be used for one defense and one offense action.

## Defensive action

Defensive actions can be a dodge, block, a soak, or a perry. These actions are the PHY attribute + Skill bonus + Item or Magic bonus. The bonus can be either magical or item but not both. The PC chooses which to take.

If the defensive action is higher than the opposing Offensive action, then the attack misses. If it is lower than the offensive action, then it is a hit and the character defending takes the amount of damage that is above the defensive roll.

**Example:** PC1 is attacked by NPC3. NPC3 rolls 14 on attack, PC1 rolls 12. PC1 will take  $14-12$  or 2 damage. If in the same situation NPC3 rolls 12 and PC1 rolls 14 then it is  $12-14$  or -2 so a miss. Any negative number is a miss.

## Offensive action

Offensive actions can be attack, shoot, magic attack, stab, throw, etc. These actions use the ACT attribute + Skill bonus + Item or Magic bonus. The bonus can either be magical or an item but not both. The PC chooses which to take.

If the offensive action is higher than the opposing Defensive act, then the attack hits. If it is lower than it misses. Damage for a hit is how many points above the defensive action are left over.

**Example:** PC1 is attacking NPC3. PC1 rolls 14 NPC2 rolls 15.  $14-15=-1$  or a miss. PC1 rolls 15 NPC3 rolls 14 then  $15-14=1$  so NPC2 takes 1 LP damage.

## Unopposed Attack

After the first defensive action, you can't do any other defensive action. All attacks after the first get an unopposed attack. The hit difficulty is a minimum of 6. All attacks over 6 receive all damage above the 6.

**Example:** PC1 is now being attacked by NPC2 after defending against NPC3. NPC2 rolls 11. PC1 now takes  $11-6=5$  damage. If NPC2 rolls a 1 to 6 then it is a miss.  $6-6=0$  or a miss.

# Character Enhancing

## Earning Experience

Experience Points (EXP) is given from the GM for the completion of stories. The EXP given depends on how successful the story ended. Like the levels of skills/items the EXP is given in levels depending on how well the story outcome was.

*Lv1 Good +3*

*Lv2 Better +6*

*Lv3 Best +9*

*Lv4 Godlike +12*

The EXP is only one of the successful payments for a job. Money, friendship, items, and other things may be used as payment or reward in place of EXP or with the EXP as deemed needed by the GM.

## Enhancing the Character

After a character does its first story, it is able to be enhanced by spending the EXP. The Attributes, skills, and spells can be enhanced in levels by spending 5x the Next level in EXP.

*Example: Raising the Attribute PHY from 2 to 3 is 15 EXP.  $3 \times 5 = 15$*

Learning a new skill costs 5 EXP. The new skill is learned at Good +1.

## ITEMS/Magic

### Items

The players can choose any items for this game. The cost of the items depends on local area costs for real world items and GM discretion for any other items. The cost modifiers are listed below depending on the level of the item.

#### Cost per item/spell by level

Lv1 (Good) Light items are at cost

Lv2 (Better) Medium items are 2x's cost

Lv3 (Best) Heavy items are 5x's cost

Lv4(Godlike) Legendary items are 10x's cost and up  
Prices for items are GM discretion. It is suggested that the GM uses roughly the same cost as the real item in the area that you live. If it is for spells the costs should be increased depending on what kind of magic.

## Magic

Magic has to fit into one of the four types of magic: Healing, Illusion, Defensive, and Attack/Summoning. Any kind of spell that the player comes up with has to fit into one of the types for game purposes.

For spells, you have to purchase the spell at the level you want (See modifiers for Level purchasing).

### **Base Cost**

Healing 300

Illusion 500

Defensive 1000

Attack/Summoning 5000

The modifiers for items apply for magic and magic items as well.

Magic spells can be anything that the player wants. The spell type needs to fit into the above Magic types.

**Example:** The Player wants his character to summon micro-monsters that he can throw into battle. He calls it Micro-Mon. We put it as an Attack/Summoning spell and he takes it at Lv2. He then can now summon these creatures that are used for one attack.

GM's remember that this game is for younger children and the things they come up with can be different. Just talk through the choices with the player and make them fit into the types of magic.

## Alpha phase:

This product is in the alpha testing and may be changed radically depending on the input from the playtesters and GM's.

As this game is intended for a younger age, we are asking that anyone that plays the game also include the ages of all players/GM's for this game when submitting reviews/insights/ideas/criticisms. We appreciate all input.

Send all comments to [digitaldoom01@hotmail.com](mailto:digitaldoom01@hotmail.com) Subject TTRPG Kids

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