

Kinderdice

A Tabletop Role-Playing Game for Young Children

Not sure you meant to share this with me. However, it looks interesting and if you'd like to talk about publishing this - I'd love to chat with you about it. You can reach me at mikelaff@gmail.com

This is a minimalist ruleset geared towards playing with young children who can count but may not be ready for much arithmetic, and who know their letters, but aren't necessarily strong readers yet. All the mechanics are handled with simple higher vs lower comparisons of die rolls.

Characters have four Traits (similar to those found in Savage Worlds, though using simpler words). They also probably have a Special Trait of some sort that sets them apart from other characters.

The four standard Traits are:

Strong

Fast

Smart

Heart

They are rated by the type of die a character rolls when using that trait, according to the following scale:

d4 Weak

d6 Normal

d8 Good

d10 Great

d12 Super

(I have also used a d20 for things like a Sea Monster's Strong Trait)

Special Traits are knacks/powers/items etc (similar to Aspects in FATE) that make your character stand-out or are otherwise noteworthy. They may

either have a die rating like the standard four Traits, or they may be rated as “d+” which that either let them use the characters’ other Traits with one higher type of die than normal when doing things related to the Special Trait. Special Traits of this type may have a couple of key-words listed after them as suggestions for when the d+ may apply, but they should not be taken as an exhaustive list.

These Traits are rolled against either an opposing character’s Trait or against a die chosen by the Gamemaster to represent the difficulty of some test, action, or challenge. Challenge difficulty dice are rated on the following scale:

d4 Normal

d6 Challenging

d8 Hard

d10 Heroic

d12 Epic

d20 Impossible

These dice are used rather than static difficulty numbers so that there is always a chance for success or failure, even when the odds are heavily for or against you.

In a challenge, the higher rolled die wins, and the lower rolled die is a Fail. Ties are re-rolled until someone wins, unless the Gamemaster can think of an interesting way to describe a tie for the challenge at hand.

Characters can also work together to overcome a difficult challenge or mighty foe. Every character who helps another makes the helped character’s Trait d+ up by one die type.

There are no hit points or wounds per se, but successive losses do have a consequence. Every time a character Fails a challenge, a counter die the same size as the character's Heart Trait ticks up. Should the Fail count go

higher than the character's Heart Trait die type (e.g. a seventh Fail for a character with a d6 in Heart), the character has to give-up, run-away, break-down in tears, pass-out, or similarly be unable to act. The character can't do anything until either the end of the scene or when another character makes a Heart roll against a d6 difficulty to revive the character's spirits. The Fail count resets to zero when the character recovers.

OPTIONAL: A character can also take the hit for another character who loses a challenge. The intervening character's fail count ticks up instead of the one who failed. The character who saved the other one gets rewarded with a token that can be cashed-in to d+ a Trait roll at a future date, either that character's own roll or a roll for another character whom the character redeeming the token is helping (for a net two d+ step-ups).

OPTIONAL: Some challenges or characters might have Weaknesses. The Weakness represents a way of getting around a Trait or Difficulty rating by approaching it in some other way. Weaknesses have a difficulty rating to discover them with a Smart or Heart roll (if they are not revealed narratively through play) and a difficulty and suggested Trait to exploit them, and a severity.

Severity could indicate:

"Lose" - losing a challenge

"Out" - losing and giving-up as though the victim's loss-counter exceeded his or her Heart rating

"Special" - losing access to a Special Trait either for the scene, or until some condition is met.

If player-characters fall victim to their own weaknesses, they gain a d+ token as though they had taken a hit for another character.

Example:

Soft Spot on the Dragon's Tummy

Discover: Smarts vs d8

Exploit: Fast vs d10

Severity: Out

Example Characters

(I'm using examples here from toys in my daughters' bedroom that can easily be used for minis/counters.)

Rainbow Dash

Strong d8

Fast d10

Smart d6

Heart d6

Special:

Thunderbolt Cutie Mark d+ (Flight, Weather)

Dora/Diego

Strong d4

Fast d8

Smart d6

Heart d8

Special:

Backpack/Rescue Pack d10

Elsa

Strong d4

Fast d6

Smart d8

Heart d4

Special:
Snow Queen d12

Anna

Strong d4

Fast d6

Smart d6

Heart d10

Special:

Loyal d+ (Family, Friends, Arendel)