

At the *second flaw*, the storyteller gains the narrative power of the action and the character is at the mercy of the narrative, and can be considered dead, unconscious, captured or any result that the storyteller finds appropriate.

**Death:** In this game, death is not real. Whenever the characters are found to be dead, they are actually missing or detained by some supernatural entity — or maybe unconscious, lost in the domains of dreams / nightmares, in dire need of rescue by their friends.

**Rabbit Hole:** A portal to the World of Myth, usually located somewhere of easy access to the children and of little interest to the adults, like the treehouse at the schoolyard ou the highest branches of the old park tree.

## STORYTELLER

In *Meddling Kids*, the storyteller does not roll dice, leaving this only for the player characters, who must overcome the tests using their creativity, cleverness and luck with the dice rolls of their attributes.

## ADVENTURE GENERATOR

The adventure generator is a table that helps to design a quick adventure for the storyteller, something very common in RPGs. Roll a d20 in each column to quickly build your *Meddling Kids* adventure.

	Place	Fact	Adversary
1-4	Backyard	Missing toy	Children
5-8	School	Weird noises	Adults
9-12	Park	Missing object	Boogie man
13-16	Abandoned building	Missing children	Rat King
17-20	Sewers	Ghost	Local myth

*Dedicated to my meddling kids:  
Mari and Theo*

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## EDIÇÕES



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# MEDDLING KIDS



## MEDDLING:

*to interest oneself in what is not one's concern; interfere without right or propriety to do so; to act in an annoying manner.*

*Meddling Kids* is a children's investigation game that tries to simulate scenarios inspired by works like *Stranger Things*, *Scooby-doo* and Luke Pearson's *Hilda*.

It deals with the weird things that happen everyday, though invisible to the unbelieving eyes of the adults, they can't escape the insightful eyes of the children, left to investigate this magical and hidden reality that adults cannot fathom and protect their own world of bizarre and mischievous creatures born from myth and nightmare, that only children can see.

## CHARACTER

To create your character, fill in the fields below according to your choices and what you want for the character.

**Name:** Choose a name.

**Archetypes:** Jock, Nerd, Leader and Brat.

**Jock:** the sports addict, an overactive child that loves to be on the move. The Jock gets advantage at all Body tests.

**Nerd:** the team genius, the know-it-all, he gets advantage at all Mind tests.

**Leader:** the oldest members of the team and the decision maker. Usually, there's only one in each team. The Leader gets advantage at all Charisma tests.

**Brat:** the team's youngest, be it because of the age or for being the last in the gang. The Brat gets advantage at all Curiosity tests.

**Attributes:** The character has the *Body*, *Mind*, *Charisma*, *Survival* and *Curiosity* attributes, each with a value ranging from one to fifteen. During character creation, distribute twenty-five points among the attributes.

The *Body*, *Mind* and *Charisma* attributes relate to the character's primary characteristics being used to overcome physical, intellectual and social challenges.

The *Survival* attribute reflects the player's ability to change the story. Each Survival point spent during the game allows you to redo a dice roll or insert a narrative element into the story. Survival points are renewed in the next game session.

The *Curiosity* attribute reflects the player's ability to resist following clues, no matter what. When something weird is going on, the player can opt for the character to resist the urge to investigate, making a roll equal or below its *Curiosity* score. Each success recovers a lost Survival point.

## RULES

### What do I need to play?

A copy of this booklet, a pencil, eraser, and a few sheets of paper for the character sheet notes, plus two twenty-sided dice.

### Dice Rolls

Whenever you make a dice roll, the first thing to check is whether the action is a *common action* or a *knowledge action*.

A **common action** is one that most people do (get prone, walk without calling attention or push down someone) and have no prerequisites.

A **knowledge action** (using a computer to search for unusual facts, shoot with a sling or make a trap) requires the character to have a suitable profession (Nerd, Jock or Leader).

If the action is very simple or the character has the appropriate concept to a knowledge action, you can roll the dice to test the action. To do this, check which attribute is most appropriate for the action and roll a twenty-sided dice. If the result of the dice plus the attribute is equal to or above 15, the character was successful. Otherwise, the attempt has failed.

**Advantage/Disadvantage:** when the chances are in favor of the character, it is called an *advantage*. When they are against the character, it's called a *disadvantage*. Whenever rolling a test with advantage or disadvantage, the player must roll *two* dice. If it's an advantage, the player keeps the *highest-value* dice. Otherwise, when in disadvantage, the player keeps the *lowest-value* dice.

### Health

Character wounds are determined in two situations: during the *first flaw* in a health test — linked to the attribute attached to the action — the character must choose a cost or consequence for the failure, seen as rolling with disadvantage.