

# Nighttime Guardians

## An RPG about Teddy Bears and Terrors

**Concept:** This is a game about teddy bears who are trying to keep the Terrors of the night at bay. One person plays as the Terrors (known as the Dreamer) , while the others play as the teddy bears that fight them

**Materials:**

- 6-8 Six-sided Dice (the more the better)
- Nighttime Guard ID (Below)
- Pencil
- Scrap Paper (Suggested)
- Imagination!

**Creating your Bear**

Each bear gets 1 Special and 3 Creation Points (CP). You can spend them in the following ways

- “buy” dice in the 3 skills (at the rate of 1 CP/Die):  
Strength: Hand-to-hand Combat  
Acrobatics: Running, Jumping, Climbing, and Balancing  
Defense: How likely you will be hit.

- Spend 2 CP on an extra Special.  
**Specials:** Specials are unique abilities that can really help your bear. However you can only use a special ONCE per night (unless you have a Magic Wand) On the Back there is a list of some specials, but feel free to consult the Dreamer about new ones.

**Accessories:** Accessories are helpful items that can aid in the search for and fighting against terrors. Some give the extra dice, some aid in movement, some heal, and some help find Terrors.

Accessories are given by the Dreamer, but you can only carry up to 2 at a time. Some examples are given on the back.

**Aim:** The Guards are searching for the Terrors where they lurk. They must get to the terrors and defeat all of them before they infect the child with bad dreams. The Terrors can do this from wherever they lurk in the room, though the closer they are to the child, the stronger they are.

**Turns:** The player to the LEFT of the Dreamer goes first, and may move up to a number of feet equal to their acrobatics score (with a minimum of 1 foot). They may also make an attack during their turn, use an item or special, overcome an obstacle, or some other action if approved by the Dreamer. After all the Guardians have done their actions, it is the Dreamer’s turn. For each Terror, The Dreamer can either move the Terror, activate a special (including Dream Breaker), or make an attack.

**Obstacles:** Children’s rooms are not often the most tidy of places, and this can prove a problem for a 2 foot teddy bear. As well, Climbing when your only 2 feet tall can pose some serious challenges. When a Guardian faces an obstacle, they must overcome it using an Acrobatics Check. The GM determines the difficulty of the obstacle, and the Bear must roll 1 die plus any Acrobatics dice. Any 4 or more on a die is a success, and if the

number of successes beats the difficulty , the Guardian succeeds, and may move normally. Otherwise it moves at half speed (or falls, if jumping across a ledge. If the bear is climbing, for every success, reduce the difficulty by 1 on the next attempt until the bear has successfully navigated the obstacle.

**Fighting:** In order to defeat the Terrors, the Guardians will have to fight them. On the player’s turn, they can declare an attack against a Terror if they are within 1 foot from the Terror (and likewise, a Terror can attack a Guard if they are within 1 foot of Guard). The attacker Rolls 1 die plus any Strength Dice, and the defender rolls 1 die plus their Defense dice. 4+ on a die succeeds. If the Attacker rolls more successes than the defender, the number of the Defender’s successes is subtracted from the Attacker’s successes. The result is the number of boxes blacked out from the Defender’s Hit boxes.

For Guards, the player who controls the bear gets to choose where to take the damage. For Bears, Each arm has 2 hit boxes in each limb and 8 Hit boxes in the body. If they fill out all the boxes on a limb, they lose that limb If the bear loses an arm, the bear loses 1 Strength die. If they lose a leg, the bear loses 1 Acrobatics Die. If the bear’s Body is filled out, they are rendered incapacitated until healed or the game ends.

### Nighttime Guard ID

Name: \_\_\_\_\_

Strength ■□□□

Acrobatics □□□

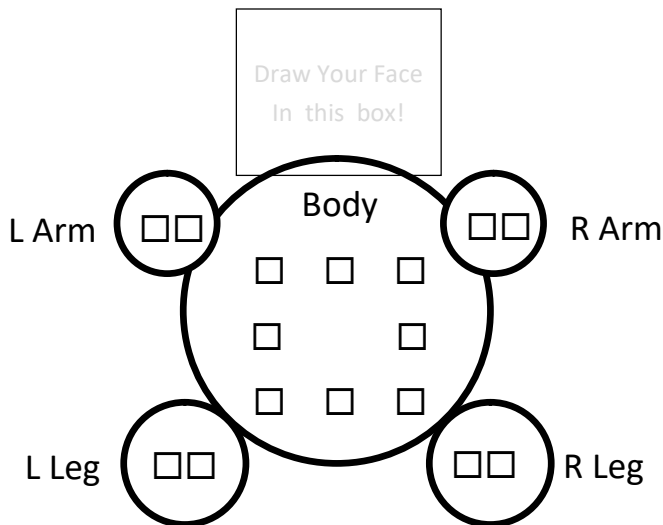
Defense ■□□□

Special: \_\_\_\_\_ □

Special: \_\_\_\_\_ □

Accessory: \_\_\_\_\_

Accessory: \_\_\_\_\_



Specials	Accessories
<p><b>Healing:</b> You or another Bear recover from 4 wounds.</p> <p><b>Teeth:</b> You get 3 Strength Dice for the next 5 turns (max 7).</p> <p><b>Claws:</b> You get 8 Acrobatics Dice one time</p> <p><b>Furry:</b> You gain 3 Defense Dice for the next 5 turns (max 7)</p> <p><b>Teleport:</b> Go anywhere in the room instantly. Everyone else has to walk.</p> <p><b>Lucky:</b> Reroll all your dice.</p> <hr/> <p><b>Dream Breaker [Terrors only]:</b> Roll 1 die (2 dice if within 2 feet of child). If it is a 6, reduce the Child's sleep by 1.</p>	<p><b>Needle and Thread:</b> Heal up to 3 wounds. One use.</p> <p><b>Sweater:</b> Add 1 Defense Die (max 7). You can lose this instead of taking 3 wounds in any one attack.</p> <p><b>Boots:</b> Add 1 Acrobatics Die (max 7). You can lose this instead of taking a wound to the Legs.</p> <p><b>Hat:</b> Add 1 Defense Die (max 7). You can lose this instead of taking a wound in any attack.</p> <p><b>Sword:</b> Add 1 Strength Dice (max 7) when Attacking. You can sacrifice this to instantly inflict 2 wounds to a Terror. Lose if you lose both Arms.</p> <p><b>Magic Wand:</b> Use to gain back one Special. One use.</p>

**Rules for the Dreamer**

The Dreamer is responsible for putting obstacles in the way of the bears and for controlling the Terrors. Terrors are trying to feast on the dreams of the child. They do this by activating their Special "Dream Breaker" (all Terrors have Dream Breaker). Generally, weaker Terrors don't like to move much unless they sense danger and like to travel in packs of 3-5.

Before the game starts, decide with the other players both the difficulty of the game you want and the length of play you want.

Difficulty of the game is dictated by how hard the Terrors are, The number of Terrors, and The amount of Sleep the child starts with. For a harder game use more terrors. Generally, you want a 2:1 to 4:1 ratio Terrors to Guardians and for the child to start with about 10-20 Points of sleep (To make it difficult, add terrors or decrease sleep).

**Laying out the Bedroom**

As the Dreamer, you should create a basic map of the bedroom and figure out in advance of the game where obstacles and Terror encounters will occur. Think of what would be in a child's bedroom that would cause a hindrance to a 1-2 foot tall stuffed animal, like

blocks, or a lamp, or a gap between a dresser and a bookshelf. As well, think of places where Terrors can hide, like a closet, or under the bed, or on a bookshelf, or in the air-conditioning vent.

A Child's bedroom is about 8-10 feet long by 6 to 8 feet wide. Scale beds, dressers, desks, chairs, and other such furniture to suit the map.

**Make it your own**

As the Dreamer, you can also add new Accessories and Specials that the players suggest. Likewise, you can make new Terrors for them to face, though it is suggested that you run any new Terrors by your players.

Here are some general guidelines for making Terrors. Terrors should have a minimum of 1 die in each skill, with a maximum of 5 dice in Strength and Defense and a maximum of 3 dice in acrobatics. They should also have between 2 to 6 Hit Points. You can use the same creation point system that the players use to buy skills, hit boxes (1 cp per hit box), and a special. It is suggested that easy Terrors be built with 7 total CP, medium Terrors be build with 13 total CP, and hard Terrors have 15 total CP.

Obstacles Difficulty	Terrors		
<p><b>Ordinary (0):</b> Walking, Climbing over small object</p> <p><b>Easy (1):</b> Running (1.5x speed), Climbing over a medium object, Jumping over something less then 6" tall/wide.//Picking up a small object.</p> <p><b>Medium-Easy (2):</b> Sprinting (2x speed), Climbing over a Tall object, Jumping over something between 6" and 1' tall/wide. // Picking up a moderately sized object. Opening a small drawer</p> <p><b>Medium-Hard (3):</b> Climbing with an aid (like string), Jumping over something between 1' and 1.5' tall/wide. Balancing on a wide beam.//Picking up a large object. Opening a large Drawer/small Door.</p> <p><b>Hard (4):</b> Climbing without an aid, Jumping over something between 1.5' and 2' tall/wide. Balancing on a Narrow beam. // Picking up an enormous object. Opening a large Door</p> <p><b>Very Hard (5):</b> Free climb, Jumping over something over 2' tall/wide. Balancing on a string. Opening a Window.</p>	<p><b>Clicker</b></p> <p>Str: 2 Def :1</p> <p>Acr: 1</p> <p>□□</p> <p>Roll: 7</p>	<p><b>Flapper</b></p> <p>Str: 2 Def : 2</p> <p>Acr:1</p> <p>□□</p> <p>Roll: 6,8</p>	<p><b>Moaner</b></p> <p>Str: 3 Def : 3</p> <p>Acr: 2</p> <p>□□</p> <p>Roll: 5,9</p>
	<p><b>Howler</b></p> <p>Str: 3 Def : 4</p> <p>Acr: 2</p> <p>□□□</p> <p>Roll: 4,10</p>	<p><b>Scratcher</b></p> <p>Str: 4 Def :3</p> <p>Acr: 2</p> <p>□□□</p> <p>Sp: Claws</p> <p>Roll: 3,11</p>	<p><b>Nightmare</b></p> <p>Str: 4 Def : 4</p> <p>Acr: 1</p> <p>□□□□</p> <p>Sp: Teeth</p> <p>Roll: 2,12</p>