tribality

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FOREVER YOUNG

FOR FIFTH EDITION

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"I'll hold my breath and close my eyes if the bad things come.
I may not be strong but I am smart and watch how fast I run.
The most important thing to know is how to not get dead.
Don't start fights that you can't win or let your feet hang off the bed!"

Children. Every race has them, everyone was at one point one of them. We all have fond memories of some and bad memories of others. Children are plot movers and not much else in most games of Dungeons and Dragons. They don't often make good adventurers in the normal sense of the word but they DO make for fun roleplaying experiences when used in the right way.

A TEMPLATE FOR YOUNG AND ADOLESCENT CHARACTERS

PLAYING CHILDREN

When you decide to play children you're deciding right then and there that you want to be inexperienced, very young and very weak. There's not a lot of getting around it, children are protected by their parents for a reason. A 30 year old dwarf just growing his first braid worthy beard strands is just another brash adolescent to those who know him. A 75 year old elven prodigy still attends to the wishes of parents, elders and sages as she readies to see the world. The infant cloud giant is more powerful and physically large than a grown human but compared to its mother and father it's a very insignificant threat indeed!

Even in an adventuring game like Dungeons and Dragons children do have their place. Normally as adventure hooks when they go missing or are kidnapped, perhaps as emotional ties to characters to build their back story upon like a younger sibling… and at the worst of times the loss of a child's life is a twisting knife used to drive home the danger that a threat exhibits. Wherever and whenever they come into play children can be a powerful driving force for adventurers.

Players taking on the role of children can look at the situation from several different angles. Being young and dumb makes them susceptible to coercion but it opens their mind to the possibilities of life, nothing is out of reach. Being small and weak makes them poor combatants but it forces them to think in terms of survival through other means than brute force. Having no knowledge makes it almost impossible not to ask "stupid questions" the first time they open their mouth but it also provides a sense of wonder and excitement that is lost on most adults. One thing is true about playing children no matter what angle you see it from… it's exciting by the very nature of it being dangerous!

Although not recommended for long term play due to the very nature of the limited abilities of children, using them in short scenarios, one shot adventures and during certain tense sequences can be very satisfying. Sneaking through the dark corridors of an abandoned building is more frightening when you only have a sharp stick at your side. The clawing nails of the Pastry Lady scrape across the wall, raising the hair on your neck as she approaches the wardrobe you hide in. The rats, spiders and dogs are all deadly and dangerous when you're only 2 feet tall!

Excitement, terror and pure adrenaline are what you're looking for when you're playing a child. To see the world from a new angle and have the world see you in a new light, to have adults circle around in awe at the things you've survived. The things you've accomplished. To hear them whisper that you'll be a proper adventurer one day. But when will that one day come?

"A long time from now! GO TO BED!"

"Yes mother!"

AGE AND MATURITY

Although Humans become frail with age faster than any other race, they all mature at about the same rate for the first 20 years of their lives. Past that point Humans take on responsibility and assume adulthood along with Halflings, but this is just another phase of childhood for both Dwarves and Elves as further outlined in the official rules. Since we're talking specifically about children we'll be going into more detail to expand the rules during this age range. A 13 year old human is generally the same as a more lanky 13 year old elf. An 8 year old dwarf may be a bit taller and thicker than an 8 year old Halfling but they're essentially the same physically when it comes to developing features, thought process, and behavior.

Age ranges are as follows for all races.

Infant	***0 to 5***
Young Child	***6 to 11***
Adolescent	***13 to 16***

Anything 17 or higher can arguably fall into the Adult category unless you wish to extend the age range of Adolescent to 18.

If you prefer to use the random table generators for either a quick child NPC or for help in character creation we've provided the following table for your use.

CHILD CREATION OUTLINE

STEP ONE

Decide which age category you want to play as a child. There are three categories of "children" as we'll outline below, we will go into further detail for two of these categories, the first being infant will be left out for obvious reasons.

- **Infant**
- **Young Child**
- **Adolescent**

STEP TWO

Generate your stats. We recommend using a point buy system or the provided stats, make sure to lower the points used to purchase abilities to match a child's development level. Don't allow a child character to have a stat above 12 from points spent, this can be raised only by racial modifiers.

- **Young Child 7 points**
- **Adolescent 14 points**

OR use this set

- **Young Child 8,8,9,10,10,10**
- **Adolescent 8,10,10,10,12,12**

STEP THREE

Realize that you don't have a class because you're a child and fret! Wait, don't fret. Just insert these recommended scores for the following:

- **4 hit points**, add your CON and/or racial modifier.
- **10 armor class**, add your DEX modifier.
- **Your initiative box is 0+** DEX modifier.
- **Your savings throws are 0+** the related ability/ racial modifiers.
- Human and Elf characters have 20' speed (you have short legs!) and Dwarf characters have 15' (insert 'shorter legs' joke).
- **0 proficiency modifier**, you're not proficient with a wash cloth yet much less a sword or bow.

Describe your character with a few short sentences in the "Personality Traits" box. Is he happy and hyperactive? Quite and inquisitive? Pick a few words that stand out to you and run with the idea! Remember that children will have simple goals and exaggerated flaws. Maybe they cry easily? All the time? Please stop crying? Or maybe they have a mean streak and poor social skills, opting to push a little girl into the mud puddle instead of telling her she's pretty.

We're assuming that as children your characters will have no pertinent skills/proficiency other than those granted racially (because they aren't old enough to have learned them), no feats (they haven't developed them) and no magical abilities (although adolescents may be experiencing strange happenings around them from time to time they are unable to control or affect them at will yet).

Setting up your children characters this way gives the players the ability to do or attempt anything that strikes their fancy as the opportunity arises during play. Any small melee weapons can be used normally, normal melee weapons are two handed for children and anything that requires two hands for melee is at a disadvantage. When it comes to ranged weapons children can use all of them normally without proficiency but gain disadvantage when using Longbows and Heavy Crossbows (and other big items like this) due to their size.

Children can attempt to be any class, do anything, and go anywhere that their little legs can carry them! Use this open ended playing experience to allow your players to be nice one second and then crazy the next, just like real life children they are building their personality and don't have a set alignment. Just have fun.

ADJUSTED HEIGHT AND WEIGHT BY RACE AND AGE CATEGORY

Race	Young Child	Adolescent	Height	Weight
Dragonborn	1d8	2d8	4'2" + Mod	115 lb. + (Mod x 2d6 lb.)
Dwarf	1d4	2d4	2'4" + Mod	55 lb. + (Mod x 2d4 lb.)
Elf	1d8	2d8	3'4" + Mod	40 + (Mod x 1 1d4 lb.)
Gnome	1d4	2d4	2'2" + Mod	24 lb. + (Mod x 1 lb.)
Halfling	1d4	2d4	1'8" + Mod	22 lb. + (Mod x 1 lb.)
Half-elf	1d8	2d8	3'6" + Mod	60 lb. + (Mod x 1d4 lb.)
Half-orc	1d10	2d10	4'0" + Mod	105 lb. + (Mod x 2d4 lb.)
Human	1d10	2d10	3'8" + Mod	65 lb. + (Mod x 1d6 lb.)
Tiefling	1d8	2d8	3'8" + Mod	65 lb. + (Mod x 1d6 lb.)

ABILITY AND STAT ADJUSTMENTS

Children are all going to have their stats and abilities based on the equivalent racial features as marked in the Players Hand Book, they have all been adjusted below and in the charts on the following pages. The list below gives you the proper adjustments to be made to all children of any age, just take the standard for that race and modify it accordingly.

Example: All races have had their base speed adjusted down by 10ft. When determining the speed of a young child dwarf you will take the 25ft base speed of the dwarf race and modify it by subtracting 10 feet as shown below giving you a speed of 15ft. This speed will remain the same for adolescent children as well. Each race won't reach their full speed potential until their body has fully matured and become coordinated. The speed of a human young child will be 20ft, thus allowing the races to remain in their speed "bracket". Any able bodied mature adult should be able to still outrun them barring any physical ailments/disabilities except for exceptionally fast races, Wood Elves being the main example in this case.

UNIVERSAL ADJUSTMENTS, CHILD

Speed:
10ft

Darkvision:
Young Child, Half normal distance
Adolescent, Full normal distance

Languages:
Young Child, Read/Write Racial language
Adolescent, Read/Write secondary language

Weapon/Skill Proficiencies:
None unless noted in the chart

Resistance/Resilience:
Same as adult of race unless noted below.

Proficiency Bonus:
Young Child, No proficiency Bonus
Adolescent, +1 Proficiency Bonus

DRAGONBORN CHILDREN, EXPANDED

Dragonborn are a special case among special cases when talking about their conception, hatching and upbringing. Born of eggs, raised in clutches and being of a type specifically suited to a particular environment, there are many different sub races among the Dragonborn as a whole. As a general rule similar to the Universal Adjustments for children of all types, use the following list of ability and stat adjustments for all Dragonborn children based on their sub race and modify it further using the tables.

Draconic Ancestry, Damage Resistance:
Same as adult of sub race

Breath Weapon:
Young Child, 1d4-2 damage, 5ft range, recharges every 1d6 minutes
Adolescent, 1d6 damage, 10ft cones, 20ft lines, recharge on short rest

ADJUSTED STATS AND ABILITIES FOR YOUNG CHILD BY RACE

Race	Adjusted Stats	Abilities
Dragonborn	STR+2, CHA+1	SEE "Dragonborn Children" above
Dwarf, Hill	CON+2, WIS+1	+1 max HP, Dwarven Resilience
Dwarf, Mountain	CON+2, STR+1	Dwarven Resilience
Elf, High	DEX+2, INT+1	Fey Ancestry, Trances, Common Language
Elf, Wood	DEX+2, WIS+1	Fey Ancestry, Trances, +5 base Speed
Gnome, Forest	INT+2, DEX+1	Gnome Cunning, Speak With Small Beast
Gnome, Rock	INT+2, CON+1	Gnome Cunning, Artificer's Lore (+2 checks)
Halfling, Lightfoot	DEX+2, CHA+1	Lucky, Naturally Stealthy
Halfling, Stout	DEX+2, CON+1	Lucky. Stout Resilience
Half-elf	+1 ANY THREE	+1 Proficiency Bonus, Fey Ancestry
Half-orc	STR+2, CON+1	Relentless Endurance, Savage Attacks
Human	+2 ANY ONE STAT	+1 Proficiency Bonus, Common Language
Tiefling	CHA+2, INT+1	Hellish Resistance, Thaumaturgy cantrip

GAINED STATS AND ABILITIES FOR ADOLESCENT CHILD BY RACE

Race	Adjusted Stats	Abilities
Dragonborn	+1 All Stats	See "Dragonborn Children" above
Dwarf, All	+1 All Stats	Dwarven Combat Training; Handaxe, Light Hammer
Elf, All	+1 All Stats	Keen Senses; Elf Weapon Training; Shortbow and Shortsword
Gnome, Forest	+1 All Stats	Natural Illusionist
Gnome, Rock	+1 All Stats	Tinker
Halfling, All	+1 All Stats	Halfling Nimbleness, Brave
Half-elf	+1 All Stats	Proficiency in one skill of choice
Half-orc	+1 All Stats	Menacing
Human	+1 All Stats	Proficiency in one skill of choice
Tiefling	+1 All Stats	Full Infernal Legacy

LEVELING AND AGING CHILDREN

We tackled creating standard races at a younger than advised age as per the existing rules. This document does not expand into giving out "Level 0" classes that would be essentially learning or training classes for children. Especially for young children you would be assuming that there is no formal training or advancement in significant areas outside of home life, thus the focus in this document is on giving accurate depictions of what would be taught by parents and siblings or communities to children. Adolescents may be forced prematurely into career paths or given more focused training in a particular skill branch as defined in the charts above for each race. This option when used as it stands without modification is essentially meant to be used for single session adventures, one shot specialty stories and to help enhance existing adventures by placing proper stats and abilities onto existing "kids" that appear in other adventure paths or in your own game.

If you wish to play these children characters long term it's suggested that you devise your own way to effectively divvy out the remaining attribute points in chunks of 2 or 3 points PER LEVEL or even over time if tracked properly during a game from adolescence to adult hood. This allows points to be gained during a characters adventuring career at a faster pace in the sense that a small child of about 10 years of age could essentially be forced into gaining the advanced physical attributes of an adolescent or an adolescent those of an adult due to the rigors of life. Somewhere between level 4 and 7 they would have the fully advanced stats of an adult of the same race being far stronger and wiser than others of their age (or even your average adult, for that matter). There are many ways to explain this in story. You can attribute these gains and benefits to the gods, unexplainable magical ties or simply by calling them a "child prodigy" of the realm.

DEADLY BEASTS (TO CHILDREN)

RAT

Tiny Beast, Unaligned

Armor Class 10
Hit Points 1
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	12 (+1)	2 (-4)	4 (-3)

Senses darkvision 30 ft. passive Perception 10
Languages -
Challenge 0 (10 XP)

Keen Smell. The rat has advantage on wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5ft., one creature. Hit: 1 damage, 1 piercing damage.

SPIDER

Tiny Beast, Unaligned

Armor Class 12
Hit Points 1
Speed 20 ft., **Climb** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Senses darkvision 30 ft. passive Perception 10
Languages -
Challenge 0 (10 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one creature. Hit: 1 damage, 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

You get the idea. Basic animals, not giant, not magic, nothing heinous or crazy. You can use the opportunity presented by children characters to utilize the creatures in the Monster Manual that would normally not represent a threat to proper heroes. Simple beasts can cause serious damage, we recommend using creatures with damage that's low and abilities that make the game play interesting beyond just simply damage dealing. Attacks that deal 1 damage are ideal as only 3 or 4 hits at even that level will down a child and quickly end your adventure. Every bloody scrape or spider bite is horrifying to a child, make it count.

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