

## **A Childish Attempt** /a 24 hour rpg project by Chris Creel/

Role playing adventure for the under four foot, six inch set.

According to legends the Dwarven, gnome and halfling races live for hundreds of years. Legends do not, however, tell how these races spend their many, many, many juvenile years. Certainly their developmental years must be as creative and fantastic as their adult adventures. What dwarven or halfling boy could resist borrowing a colander or cooking pot as a helmet for an afternoons adventure? Perhaps young gnomes barrow bed sheets in order to portray evil spirits? A youthful imagination can be indefinitely creative. Let us make a childish attempt to define the indefinite.

### **Characteristics**

Our toying soldiers of A Childish Attempt (A.C.A.) are defined by three characteristics or abilities. These are intelligence, energy level and health rating. All actions and abilities in A.C.A. may be determined using either a d4, d6 or a d10. Generally, any die roll resulting in 1 is ignored. Roll again to obtain a higher score. Dice rolls to determine attacks and damage are the exception to this rule.

### **Intelligence**

The intelligence score is determined by a d10 roll. The result indicates the resources or resourcefulness of the character. These resources are the amount and types of equipment available to the tiny terrors. At a base intelligence score of 2 or 3 characters are allowed only two items of equipment. These are a weapon and a helmet or a shield. Chart I indicates the progression of resources by intelligence score.

**Chart I:** Resources available by intelligence score.

<b>Int. score</b>	<b><u>2-3 / 4-5 / 6-7 / 8-10</u></b>
<b>resources</b>	<b>2 / 3 / 4 / 5</b>

### **Energy Level**

The energy level is also determined by a d10 roll. The energy score indicates the stamina and the speed of the mighty minor. Effecting adjustments to the health rating and attack rolls. An energy score of 2 or 3 results in a -1 to a character's total health rating.

The energy level score may also result in an adjustment to attack rolls. Any character with an energy score of 3 points or more than their opponent receives +1 to their combat roll.

### **Health Rating**

The Health Rating or health is an indicator of the characters physical strength. The health rating is used to determine who is the king of the hill at the end of a day of adventure. All

characters begin play with a health rating of 6 to 10. Because the characters are juvenile there is no need for great variation in their physical strength. The health rating is determined by a d6 roll. Chart II gives the health rating score corresponding to the dice result. The health rating result may, however, be calculated as follows. Dice rolls of 1-3 add 5 to determine the health rating. Dice results of 4-6 add 4 to determine health rating.

**Chart II:** Health rating score based on d6 roll.

d6 result	1	2	3	4	5	6
health score	6	7	8	9	10	

At no time should the health rating of any character be below 5 at the beginning of a play session. Health Ratings should never be lower than 2 either. This rule is explained in the combat rules.

## **Combat**

The imaginary battles are resolved using the simplest means. Each contestant rolls one die and the highest result wins the attack and scores a hit. A d6 is the suggested attack die but may be replaced with a d10 should the players choose. After a hit is determined a second dice roll is used to determine the resulting damage. The amount of damage varies among the different imaginary weapons. Damage for weapons is described in the resources section of these rules. The combatant who receives a hit subtracts the result of the damage roll from his or her health rating. Combat continues until one of two outcomes occurs. First, one combatant may retreat or “run away” to avoid the second outcome. Second, should a combatant be reduced to a health rating of 2 or less he is declared beaten or “beaten up.”

## **Resources**

A.C.A. characters are equipped with common household items that serve as their imaginary weapons and armor.

a long handled wooden spoon, would serve as a dagger and deal 1d4-1 of damage.

any stick two to three feet long, may be a sword and issue 1d4 damage.

an old broom handle, may serve as a spear or quarter staff. Dealing 1d4+1 of damage.

a long handled ladle or light frying pan may serve as a mace and deal 1d4 damage.

a two foot piece of lumber with a second, 4 inch, piece nailed in place as a cross guard would be a broad sword. Dealing 1d6 damage, broad swords are only available with intelligence scores of 8 or more.

Colanders or large cooking pots may serve as helmets.

Small barrel lids would serve as shields.

An oversized well padded winter coat might serve as a suite of mail.

### **Afterward**

These simple rules should provide the basics for a simple and fun game. These rules are only basic ideas and should not be considered laws. A Childish Attempt is certainly subject for revision by the players. Just have fun!