

# KIDS' D&D

## HOUSE RULES BY JIMM JOHNSON

### CHARACTER CLASSES FOR KIDS' D&D

There are four character classes to choose from in Kids' D&D: knight, wizard, elf, and dwarf. The knight and wizard class titles may be changed to "warrior princess" or "enchantress" respectively if the player so desires.

#### KNIGHT

**Special Ability:** In combat a knight gets 2 attacks every round.

**Starting Equipment:** Plate mail, shield, sword, torch.

**Armor Class:** 2

#### WIZARD

**Special Ability:** Each day, a wizard can use his staff to cast two spells per level of experience. At 1<sup>st</sup> level a wizard gets two 1<sup>st</sup> level spells, at 2<sup>nd</sup> level he gets two 2<sup>nd</sup> level spells, and so on.

**Starting Equipment:** Staff, dagger, torch.

**Armor Class:** 9

#### ELF

**Special Ability:** Each day, an elf can use his wand to cast one spell per level of experience. At 1<sup>st</sup> level an elf gets one 1<sup>st</sup> level spell, at 2<sup>nd</sup> level he gets one 2<sup>nd</sup> level spell, and so on.

**Starting Equipment:** Chain mail, bow and arrows, magic wand, torch.

**Armor Class:** 5

#### DWARF

**Special Ability:** When searching, a dwarf will automatically find any secret door in the area (i.e. less than 40' away).

**Starting Equipment:** Plate mail, shield, axe, torch.

**Armor Class:** 2

### CHARACTER CREATION

There are no ability scores in Kids' D&D. To create a character, choose one of the four character classes, name the character, and draw a picture of the character (not necessarily in that order). Then, on the character record sheet, note the character's level (1), hit points (roll d6), armor class (2, 5, or 9), and saving throw (15). In the appropriate space, note the character's special abilities and equipment, then fill in the "TO HIT" ARMOR CLASS table at the bottom of the record sheet. The character needs a 10 to hit AC 9, an 11 to hit AC 8, a 12 to hit AC 7, and so on.

### INITIAL HIT POINTS AND SAVING THROW

At 1<sup>st</sup> level all characters roll 1d6 for hit points, with an additional d6 each time a character gains an experience level. All characters begin with a saving throw of 15, which improves by two each time the character gains an experience level.

### EXPERIENCE POINTS AND LEVEL ADVANCEMENT

Experience points are gained at a rate of 100 x.p. per HD of monster defeated and 1 x.p. per g.p. value of treasure found. After each adventure, earned x.p. should be divided evenly among the surviving characters. An experience level is gained when a character accrues experience points equal to his current level x 1000. Thus, a 1<sup>st</sup> level character would need to earn 1000 experience points to achieve 2<sup>nd</sup> level. A 2<sup>nd</sup> level character would need an additional 2000 experience points (for a total of 3000) to reach 3<sup>rd</sup> level.

## LEVEL ADVANCEMENT TABLE

<u>Character's Level</u>	<u>Experience Points Needed</u>
1	0
2	1,000
3	3,000
4	6,000
5	10,000

## SEARCHING, LISTENING, AND OPENING DOORS

A roll of a 1 or 2 on d6 will indicate success when a character attempts any of the following actions: listening at a door, opening a stuck door, searching for hidden items or secret doors. (NOTE: If the searching character is a dwarf he will automatically find any secret doors in the immediate area. For every failed attempt to open a stuck door, the DM should make a secret check for wandering monsters.)

## MOVEMENT

When miniatures are used, the movement rate for all characters is 3 squares (i.e. 15') per round on a 1" grid or other playing surface where 1" = 5 feet. The movement rate in squares per round for monsters is equal to their base move rate divided by 3. For example, a goblin with a base move rate of 6" would move 2 squares, or 10' per round; a giant ant with a move rate of 18" would move 6 squares, or 30' per round.

## SPELLS FOR WIZARDS AND ELVES

Spells for wizards and elves are drawn from the spell lists of both clerics and magic-users. The DM may limit available spells to a few per spell level, based upon their understandability and ease of use by new or young players.

### RECOMMENDED SPELL LISTS BY SPELL LEVEL

<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
cure light wounds	find traps	fireball	charm monster	hold monster
light	invisibility	fly	neutralize poison	telekinesis
sleep	speak with animal	lightning bolt	polymorph	teleport
magic missile	web	remove curse	wizard eye	wall of stone