

# Big Kid

Name: \_\_\_\_\_  
 Costume: \_\_\_\_\_  
 Items (+1): \_\_\_\_\_



Start with +2 Steam, 0 Noodle, -2 Mush, 7 Health

Steam

Noodle

Mush



XP

to level up:  
 spend (4+lvl) XP  
 gain 1 health

choose 3 basic moves & 2 special moves

then choose a new move or gain +1 skill point

**Basic Moves**

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**Special Moves**

**Soothing Song** - Roll +NDL.  
**On 10+**: Everyone who can hear your song has -2 to moves that do harm for the next round.  
**On 7-9**: Everyone who can hear your song has -1 to moves that do harm for the next round, and they are aware that you tricked them.

**Bottle Up** - Roll +STM.  
**On 10+**: Add your current Harm value to your next move. Then heal 1 Harm.  
**On 7-9**: Add your current Harm value to your next move.

**Console** - Roll +NDL.  
**On 10+**: Remove 1 Harm from a friend.  
**On 7-9**: Remove 1 Harm from a friend, but this process takes up to 15 minutes and leaves you both vulnerable.

**Step Up** - Roll +STM.  
**On 10+**: You deter or block the attack of a foe that would've harmed one of your friends.  
**On 7-9**: You protect your friend but put yourself in imminent danger.

**Fears**

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**Friends**

Player A: \_\_\_\_\_  
 Player B: \_\_\_\_\_  
 Player C: \_\_\_\_\_

\_\_\_\_\_  
 NPC A: \_\_\_\_\_  
 NPC B: \_\_\_\_\_  
 NPC C: \_\_\_\_\_

# Little Kid

Name: \_\_\_\_\_  
 Costume: \_\_\_\_\_  
 Toys (+1): \_\_\_\_\_



Start with -1 Steam, -1 Noodle, +2 Mush, 5 Health

Steam

Noodle

Mush



XP

to level up:  
 spend (4+lvl) XP  
 gain 1 health

choose 3 basic moves & 2 special moves

then choose a new move or gain +1 skill point

## Basic Moves

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## Fears

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## Special Moves

- Animal Companion** - Roll +MSH.  
**On 10+:** You make friends with a critter who will follow you and act on your influence. They can do the same basic moves as your character.  
**On 7-9:** You befriend an unruly animal, it doesn't always do what you say and is prone to causing problems.
- Be A Friend** - Roll +MSH.  
**On 10+:** You gain the trust of another character.  
**On 7-9:** The opposing character trusts you but is wary of your friends.
- Stumble Upon** - Roll +NDL  
**On 10+:** You mindlessly find a clue.  
**On 7-9:** A clue comes to mind and you wander off to find it unnoticed.
- Distraction** - Roll +MSH.  
**On 10+:** When a friend uses a defensive move against the distracted foe, they gain +2 to their roll.  
**On 7-9:** Your friend's defensive move gains +1 to their roll, but you put yourself in danger.

## Friends

Player A: \_\_\_\_\_  
 Player B: \_\_\_\_\_  
 Player C: \_\_\_\_\_  
 \_\_\_\_\_  
 NPC A: \_\_\_\_\_  
 NPC B: \_\_\_\_\_  
 NPC C: \_\_\_\_\_

# Animal

Name: \_\_\_\_\_  
 Animal Form: \_\_\_\_\_  
 Reason: \_\_\_\_\_



Start with -1 Steam, +2 Noodle, -1 Mush, 6 Health

Steam

Noodle

Mush



XP

to level up:  
 spend (4+lvl) XP  
 gain 1 health

choose 3 basic moves & 2 special moves

then choose a new move or gain +1 skill point

## Basic Moves

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## Fears

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## Special Moves

- Forest Expert** - Roll +NDL.  
**On 10+:** You know how to get where you're going and can expedite the journey.  
**On 7-9:** You know where you're going, but it's going to take a detour to get there.
- Connected** - Roll +NDL.  
**On 10+:** You know someone who might be able to help out and you know where they might be.  
**On 7-9:** You might know someone who could help, but they may not be trustworthy.
- Give Orders** - Roll +NDL.  
**On 10+:** The character you order around gets an additional +1 or -2 to their dice roll, your choice.  
**On 7-9:** Same as above but your foe now perceives you as a threat and acts.
- Play Possum** - Roll +NDL.  
**On 10+:** Your foe perceives you as just a simple animal and ignores you.  
**On 7-9:** Same as above but the foe grows suspicious and may investigate further.

## Friends

Player A: \_\_\_\_\_  
 Player B: \_\_\_\_\_  
 Player C: \_\_\_\_\_  
 \_\_\_\_\_  
 NPC A: \_\_\_\_\_  
 NPC B: \_\_\_\_\_  
 NPC C: \_\_\_\_\_

# Basic Moves

## Recite Poetry

*Roll +NDL.*

**On 10+:** Your prose contains something important to your world. The GM tells you something useful about your current situation.

**On 7-9:** You are swept up in your own verse. The GM tells you something poetic about your situation, it is up to you to make it useful.

## Cause Mischieif

Describe your plan and *Roll +NDL.*

**On 10+:** Your plan will work and does 1 harm.

**On 7-9:** Your scheme works and does 1 harm but any items you used are destroyed in the process.

## Gander

Describe what you are looking into and *Roll +NDL.*

**On 10+:** Ask your GM two of the following questions which they will answer truthfully.

**On 7-9:** Ask your GM two of the following questions. One answer will be true, the other a lie.

*What is going on here?*

*Who can I trust?*

*What are they thinking?*

*What should I be wary of?*

*What happened here recently?*

*What here isn't as it appears to be?*

## Brace Yourself

Describe how you intend to block the approaching attack and *Roll +STM.*

**On 10+:** Cancel 1 incoming harm and immediately attempt to cause harm to the attacker.

**On 7-9:** Cancel 1 incoming harm but garner attention of the attacker(s).

## Skiddoo

*Roll +STM.*

**On 10+:** You escape an imminent danger.

**On 7-9:** You escape but create a complication: you leave something behind, you take something with you, you create tracks, etc.

## Hurt

Describe how you attack and *Roll +STM.*

**On 10+:** Do 1 harm and your foe does not act for another turn.

**On 7-9:** Do 1 harm but your target immediately retorts.

## Grift

Describe what you want them to do and *Roll +MSH.*

**On 10+:** They trust you and will do what you say so long as it doesn't endanger them directly.

**On 7-9:** They'll consider it for a price.

# GM Moves

When kids fail their moves, when the action is dying down, or when the players are starting to feel a bit too comfortable, use the following moves.

## **Danger**

Deploy a new creature or character, change the environment, or present the kids with potential harm.

## **Omen**

Point to a threat, a clue, or an approaching action.

## **Take Away**

Remove something from a player to change the circumstance, an item, armor, or cover.

## **Stir The Pot**

Encourage conflict between two characters. This could be a stranger or critter instigating conflict with a player or players coming to conflict with one another.

## **Bait**

Implement an item, character, or event that will entice the players.

## **Refresh Setting**

Abruptly change time, location, or circumstance.

## **Call Back**

Bring back a past omen, a lost character, or issues thought resolved.

## **Fiend** - Deploy the Fiend.

**Limit one use per session.** Have the Fiend of the Wood approach the characters in isolation and attempt to exploit someone by offering one of the kids a difficult choice, a hard bargain, an impossible task, or a dangerous threat.

**Improvised** - Change the game per your own best judgment.