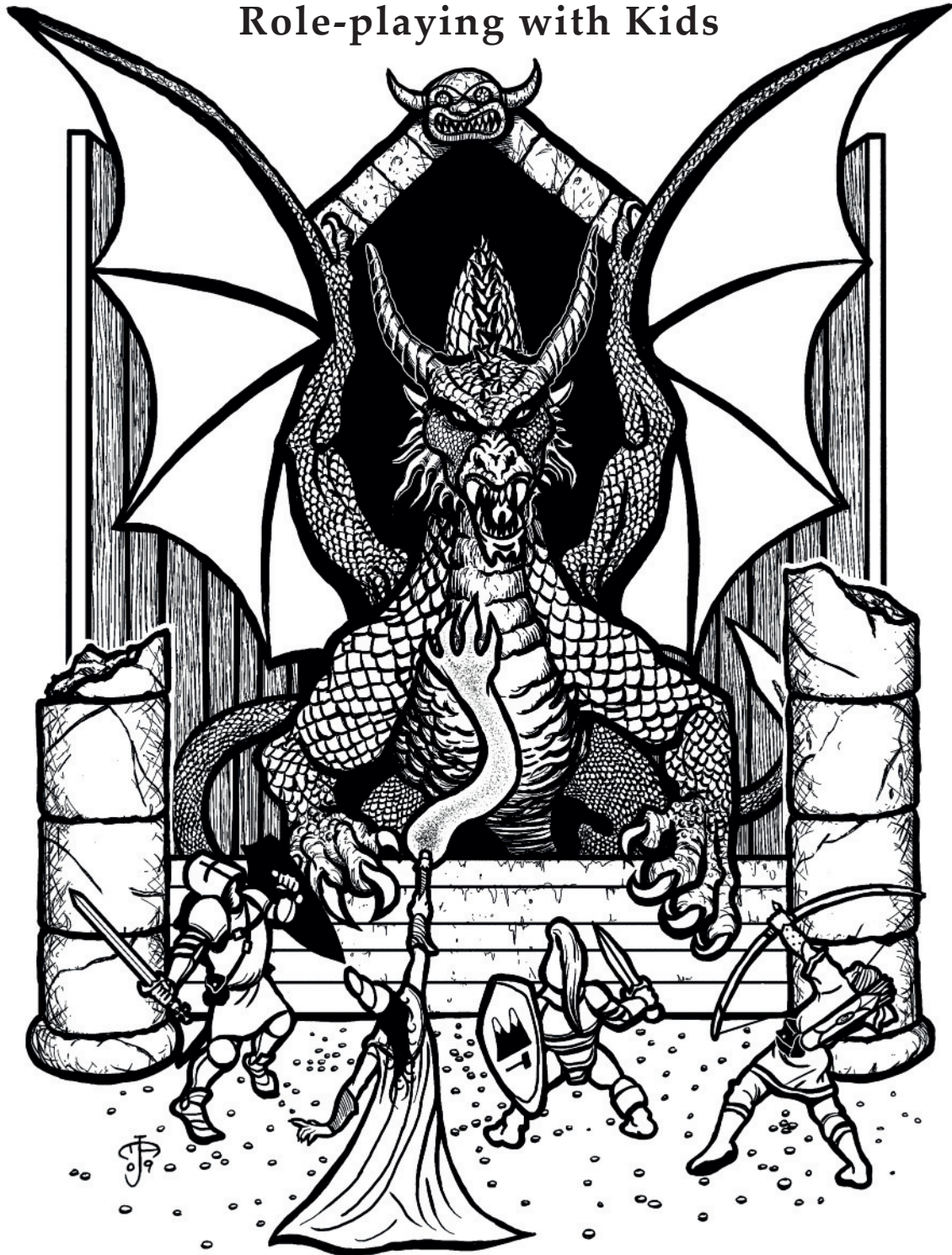


DAGGER

Supplemental Rules for Classic
Role-playing with Kids



BRAVE HALFLING PUBLISHING

DAGGER

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INTRODUCTION

DAGGER is designed to introduce kids five years and over to classic-style fantasy role-playing. This supplement uses common, core mechanics found in most old-school fantasy role-playing games. However, these core mechanics are reduced to only the most basic elements necessary for play. This effectively simplifies the game so that players as young as five years can easily grasp the basic concepts. The rules presented here are supplementary (i.e. they are not all-encompassing) and it is assumed that the Referee already possesses a general knowledge of some form of classic fantasy role-playing. Any aspect of play not covered in these rules should be handled by the Referee, "filling in the gaps" as necessary with his own rulings, or rules from another classic fantasy system. This is a practice that is expected and encouraged.

Dagger is all about making gaming with young children quick and easy for you and fun and exciting for the kids. Dagger is just a simple tool, but the truth is, you do not really need any rules at all - just make up the armor class, the attack and damage for monsters on the fly. In addition, do not be surprised when some (or all) of the children you game with decide not to play a whole campaign using the same character. Instead, they may want to create a new character every session. You should let them! Kids love to spend time before game sessions designing their own unique characters. I think they get as much fun out of it as they do actually playing their characters! And do not worry about the characters not leveling up enough for your adventures. You can always have the party discover a magical sword, a magical wand, a couple potions of healing, etc. to help them face more powerful encounters and situations. The bottom line is that Dagger is all about everyone having fun gaming together.

CHARACTER CREATION

There are no ability scores in DAGGER. 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 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. In most classic fantasy systems, a 1st Level character needs a 10 to hit AC 9, an 11 to hit AC 8, a 12 to hit AC 7, and so on.

In DAGGER, there are four character classes to choose from: 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 1st level a wizard gets two 1st level spells, at 2nd level he gets two 2nd 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 1st level an elf gets one 1st level spell, at 2nd level he gets one 2nd level spell, and so on.

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

Armor Class: 5

Dwarf

Special Ability: Dwarves can see in the dark up to 60' and, 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.

Armor Class: 2

Halfling (Optional)

Special Ability: Halflings are half the size of humans and even smaller than dwarves! Their small size helps make them hard to hit in combat and nearly invisible and silent when sneaking around.

Starting Equipment: Short sword, sling and small shield.

Armor Class: 6

HIT POINTS AND SAVING THROW

At 1st 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.

SEARCHING, LISTENING, & OPENING DOORS

A roll of a 1 or 2 on 1d6 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 Referee should make a secret check for wandering monsters.)

MOVEMENT

When miniatures are used (and children really enjoy it when they are), 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.

EXPERIENCE POINTS AND LEVEL ADVANCEMENT

Experience points (x.p.) 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 experience 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 1st level character would need to earn 1000 experience points to achieve 2nd level. A 2nd level character would need an additional 2000 experience points (for a total of 3000) to reach 3rd level, and so on.

USING THE MODERN ASCENDING ARMOR CLASS

When using this alternate method of combat, the player rolls a d20 and adds any bonuses to the result. These bonuses may include the character's Base-to-Hit bonus for their current level and any for bonuses from magic weapons. If the result is equal to or greater than the opponent's ascending Armor Class (listed second in brackets), the attack hits. Ascending Armor Class is most often used combined with the "Improvement of 'TO HIT' Rolls" rule below.

IMPROVEMENT OF "TO HIT" ROLLS

"TO HIT" roll numbers for characters improve as they gain experience levels. For knights, these numbers improve by 1 with every new level. Elves and dwarves improve by 1 for every 2 levels, and wizards' (and halflings) numbers improve by 1 for every 3 levels.

Character Advancement Table

Character Level	# of d6 for Hit Dice	Experience Points Needed	Saving Throw
1	1	0	15
2	2	1,000	13
3	3	3,000	11
4	4	6,000	9
5	5	10,000	7

Recommended Spell List by Level

Level 1	Level 2	Level 3	Level 4	Level 5
Cure light wounds	find traps	fireball	charm monster	hold monster
light	invisibility	fly	neutralize poison	telekinesis
sleep	speak with animal	lightening bolt	polymorph	teleport
magic missile	web	remove curse	wizard eye	wall of stone

Character Combat Matrix

Knight Level	Elf & Dwarf Level	Wizard Level	Target's Armor Class [Ascending Armor Class]							
			9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]
Attack Roll (1d20) Needed to Hit										
1	1-2	1-3	10	11	12	13	14	15	16	17
2	3-4	4-5	9	10	11	12	13	14	15	16
3	5		8	9	10	11	12	13	14	15
4	300		7	8	9	10	11	12	13	14
5	400		6	7	8	9	10	11	12	13

Spell Reference

Dagger Spell Stat Block

Name	Range (R)	Duration (D)	Effect
Fly	Touch	Caster's level +1d6 x 10 minutes.	Allows the target to fly at 120 ft (40) per turn.

Spells for Wizards & Elves

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

Here is a simple list of sample spells. It is intended for quick reference and therefore does not necessarily include every specific detail. Consult your favorite rpg rule book for further details. Please remember that these are only suggestions. The Referee is free to make any changes they desire for the spells in their game.

First Level Spells

Cure Light Wounds: R Touch; D Instantaneous; The caster heals 1d6+1 Hit Points on themselves or someone else. At the Referee's discretion, it may also restore paralyzed characters.

Light: R 120 ft (40); D 2 hours; Causes an object to shine as brightly as a torch, illuminating a 15ft radius.

Sleep: R 240 ft (80); D Referee's Discretion; This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their Hit Dice: Less than 1 to +1 HD affects 2d6+3; 1+ to 2 HD affects 2d6; And 3+ to 4+1 affects 1d6. Creatures with over 5 HD are not affected by a Sleep spell.

Magic Missile: R 150 ft (50); D Instantaneous; An enchanted arrow flies from the caster's pointed finger and unerringly strikes the target for 1d6+1 points of damage.

Second Level Spells

Find Traps: R 30 ft (10); D 20 minutes; Allows the caster to perceive both magical and non-magical traps at a distance of 30 ft (10).

Invisibility: R 240 ft (80); D Until dispelled or an attack is made; A creature or object becomes totally invisible. The spell can be lifted by a remove curse or is ended immediately if the subject takes overtly hostile action. Otherwise, it will last indefinitely.

Speak with Animals: R 30 ft (10); D 1 hour; The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless they are mistreated or provoked).

Web: R 30 ft (10); D 8 hours; Fibrous, sticky webs fill an area up to 10 x 10 x 20 ft. It is extremely difficult to get through the mass of strands—it takes 10 minutes if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 20 minutes. Humans take longer to break through—perhaps 30 to 40 minutes or longer at the Referee's discretion.

Third Level Spells

Fire Ball: R 240 ft (80); D Instantaneous; Hurls an explosive burst of flame, which detonates with a radius of 18 ft (6) and causes 1d6 damage per caster level, with a saving throw halving damage.

Fly: R Touch; D (Caster's level +1d6) x 10 minutes. Allows the target to fly at 120 ft (40) per turn.

Lightning Bolt: R 240 ft (80); D Instantaneous; This 60 ft long bolt of lightning causes 1d6 damage per caster level to everyone within its area of effect, with a saving throw halving damage.

Remove Curse: R Touch; D Instantaneous; Removes all curses from target.

Fourth Level Spells

Charm Monster: R 60 ft (20); D Until Dispelled; If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence. Up to 3d6 monsters of fewer than 3 HD are affected.

Neutralize Poison: R Touch; D Instantaneous; Instantly removes the effects of any poisons from the target.

Polymorph: R 60 ft (20); Duration: 1 Hour + 10 minutes / caster level; Allows caster to take or grant the shape of anything he desires, but won't acquire any special combat abilities.

Wizard Eye: R 240 ft (80); D 1 hour; Allows caster to send a mobile invisible "eye" to scout for him. The eye moves at 120 ft (40) every ten minutes.

Fifth Level Spells

Hold Monster: R 120 ft (40); D 1 hour + 10 additional minutes for each of the caster's levels; This spell completely paralyzes a target or targets, stopping them from moving. The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Telekinesis: R 120 ft (40); Duration: 1 hour; The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport: R Referee's Discretion; D Instantaneous; Transports the target from place to place, regardless of the distance, provided that the caster knows the location.

Wall of Iron: R 60 ft (20); Duration 2 hours; Creates a 2.5 ft thick stone wall up to 75 ft (25) in length and 30 ft (10) in height.

Classic Monster Reference

Dagger Monster Stat Block

Name	Hit Dice	Armor Class	Attack	Move	Save	Special
Orc	HD 1	AC 7 [12]	Atk Weapon	Move 9 (3)	Save 15	None

Here is a simple list of sample monster stats. It is intended for quick reference and therefore does not necessarily include details on a monster's special abilities and attacks. Consult your favorite monster book for further details. Please remember that these are only suggestions. The Referee is free to make any changes they desire for the monsters they use.

Basilisk: HD 6; AC 4 [15]; Atk Bite (1d6); Move 6 (2) Save 10; Special: Petrifying gaze

Beetle, Giant Fire: HD 1+3; AC 4 [15]; Atk Bite (1d6); Move 12 (4); Save 15

Black Pudding: HD 10; AC 6 [13]; Atk Strike (1d6); Move 6 (2); Save 6; Special: Acidic

Blink Dog: HD 6; AC 5 [14]; Atk Bite (1d6); Move: 12 (4); Save 10; Special: Blink ability

Bugbear: HD 3+1; AC 5 [14]; Atk Weapon (1d6) or bite (1d6); Move 9 (3); Save 13; Special: Surprise opponents

Centaur: HD 4; AC 5 [14]; Atk: Weapon (1d6) or kick (1d6); Move 18 (6); Save 12;

Centipede, Giant (small): HD 1d2 hp; AC 9 [10]; Atk Bite (1 hp); Move 12 (4); Save 16; Special: Poison (+4 modifier to opponent's saving throw)

Centipede, Giant (medium): HD 2; AC 5 [14]; Atk Bite (1d6); Move 15 (5); Save 14; Special: Poison (+6 modifier to opponent's saving throw)

Centipede, Giant (large): HD 4; AC 0 [19]; Atk Bite (1d6); Move 18 (6); Save 12; Special: Poison (+6 modifier to opponent's saving throw)

Cockatrice: HD 5; AC 6 [13]; Atk Bite (1d6); Move 6 (2) / flying 18 (6); Save 11; Special: Bite turns bitten into stone

Djinni: HD 7+1; AC 5 [14]; Atk Fist (2d6) or weapon (2d6); Move 9 (3) / flying 24 (8); Save 7; Special: Creation and illusion powers

Dragon, Fire-Breathing: HD 10; AC 2 [17]; Atk *Bite, *Breathe Fire; Move 12 (4) / flying 24 (8); Save 6; Special: They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base. *Hit points and damage are based upon the dragon's age according to the following:

Dragon's Age	Hit Points and Fire-Breathing Damage per Hit Dice
Hatchling	1 HP per HD
Young	2 HP per HD
Adult	2 HP per HD
Old	3 HP per HD
Very Old	4 HP per HD
Ancient	6 HP per HD

Dryad: HD 2; AC 5 [14]; Atk Dagger (1d6) or Charm; Move 12 (4); Save 14; Special: Cast Charm Person spell as a natural magical power with a -2 saving throw

Dwarf: HD 1+1; AC 4 [15]; Atk War Hammer (1d6); Move 6 (2); Save 15; Special: Spot hidden doors

Efreeti: HD 10; AC 3 [16]; Atk Fist or sword (2d6); Move 9 (3) / flying 24 (8); Save 6; Special: Wall of Fire

Elemental, Air: HD 10; AC 2 [17]; Atk: Strike (2d6); Move 36 (12); Save 6; Special: Whirlwind (30 feet wide, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

Elemental, Earth: HD 10; AC 2 [17]; Atk Fist (2d6); Move 6 (2); Save 6; Special: Stone destruction

Elemental, Fire: HD 10; AC 2 [17]; Strike (2d6); Move 12 (4); Save 6; Special: Ignite materials

Elemental, Water: HD 10; AC 2 [17]; Atk Strike (2d6); Move 6 (2) / swimming 18 (6); Save 6; Special: Can overturn ships

Elf: HD 1+1; AC 5 [14]; Atk Longbow (1d6) or sword (1d6); Move 12 (3); Save 15; Special: Cast spells with wand

Gargoyle: HD 4; AC 5 [14]; Atk Claw (1d6); Move 9 (3) / flying (5); Save 12

Gelatinous Cube: HD 4; AC 8 [11]; Atk Acidic Strike (1d6); Move 6 (2); Save 12; Special: Acidic Strike, Immune to lightning and cold

Ghoul: HD 2; AC 6 [13]; Atk Claw (1d6); Move 9 (3); Save 14; Special: Paralyzing Touch

Giant, Hill: HD 8; AC 4 [15]; Atk Giant Club (2d6) or Hurl Boulder (2d8); Move 12 (4); Save 8

Gnoll: HD 2; AC 5 [14]; Atk Bite (1d6) or weapon (1d6); Move 9 (3); Save 14

Goblin: HD 1-1; AC 6 [13]; Atk weapon (1d6); Move 9 (3); Save 16; Special: -1 "to-hit" in sunlight

Gorgon: HD 8; AC 2 [17]; Atk Gore (1d6) or Stone Breath; Move 12 (4); Save 8; Special: Stone breath turns people to stone (60 foot range, saving throw applies)

Griffon: HD 7; AC 3 [16]; Atk Bite (1d6); Move 12 (4) / flying 27 (9); Save 9

Harpy: HD 3; AC 7 [12]; Atk Talons (1d6); Move 6 (2) / flying 18 (6); Save 13; Special: Siren Song

Hell Hound: HD 4-7; AC 4 [15]; Atk Bite (1d6) or *Breathe Fire; Move 12 (4); Special: *Breathes fire in 10 ft area and inflicts 2hp damage per hit dice

Hippogriff: HD 3+1; AC 5 [14]; Atk Claws (1d6); Move 12 (4) / flying 27 (9); Save 13

Hobgoblin: HD 1+1; AC 5 [14]; Atk Weapon (1d6); Move 9 (3); Save 15

Human, Bandit: HD 1; AC 7 [12]; Atk Weapon (1d6); Move 12 (4); Save 15

Human, Berserker: HD 1+2; AC 7 [12]; Atk Weapon (1d6); Move 12 (4); Save 15; Special: Berserking

Human, Sergeant-at-Arms: HD 3; AC 5 [14]; Atk Weapon (1d6); Move 12 (4); Save 13

Human, Soldier: HD 1; AC 7 [12]; Atk Weapon (1d6); Move 12 (4); Save 15

Hydra: HD 5-12 (equals # of heads); AC 5 [14]; Attacks: 5-12 bites (one for each head and 1d6 damage from each bite attack); Move 9 (3); Save varies

Invisible Stalker: HD 8; AC 3 [16]; Atk Bite (1d6); Move 12 (4); Save 8; Special: Flight, invisibility

Kobold: HD 1/2; AC 6 [13]; Atk Weapon (1d6); Move 6 (2); Save 16

Lizardman: HD 2+1; AC 5 [14]; Atk Claws (1d6) or Sword (1d6); Move 6 (2) / swimming 12 (4); Save 14

Lycanthrope, Werewolf: HD 3; AC 5 [14]; Atk Bite (1d6) or Claw (1d6); Move 12 (4); Save 13; Special: Only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on

Minotaur: HD 6+4; AC 6 [13]; Atk Weapon (1d6); Move 12 (4); Save 10

Ogre: HD 4+1; AC 5 [14]; Atk Weapon (1d6+2); Move 9 (3); Save 12

Orc: HD 1; AC 7 [12]; Atk Weapon (1d6); Move 9 (3); Save 15

Pegasus: HD 2+2; AC 6 [13]; Atk Hooves (1d6); Move 24 (8) / flying 48 (16); Save 14

Purple Worm: HD 15; AC 6 [13]; Atk Bite (2d6) or Sting; Move 9 (3); Save 6; Special: Poison sting

Rat, Giant: HD 1-1; AC 7 [12]; Atk Bite (1d6); Move 12 (4); Save 16; Special: 5% are diseased

Roc: HD 12; AC 4 [15]; Atk Claw (2d6); Move 3 (1) / flying 30 (10); Save 6

Skeleton: HD 1/2; AC 8 [11]; Atk Strike (1d6) or Weapon (1d6); Move 12 (4); Save 15

Slug, Giant: HD 12; AC 8 [11]; Atk Bite (2d6) or Spits Acid (2d6); Move 6 (2); Save 6

Spider, Giant: HD 2+2; AC 6 [13]; Atk Bite (Poisonous); Move 18 (6); Save 14; Special: Poisonous Bite

Troll: HD 6+3; AC 4 [15]; Atk Claw (1d6); Move 12 (4); Save 10; Special: Regenerate 3 hp each attack round/turn.

Unicorn: HD 4; AC 2 [17]; Atk Hoof (1d6) or Horn (1d6); Move 24 (8); Save 13

Worg: HD 4; AC 6 [13]; Atk Bite (1d6); Move 18 (6); Save 18

Wraith: HD 4; AC 3 [16]; Atk touch; Move 24 (8); Save 12; Special: immune to all non-magical weapons other than silver ones (which inflict only half damage)

Wyvern: HD 7; AC 3 [16]; Atk Bite (2d6) or Sting (2d6); Move 6 (2) / flying 24 (8); Save 9; Special: Sting is poisonous

Zombie: HD 1; AC 8 [11]; Strike (1d6) or weapon (1d6); Move 6 (2); Save 15; Special: Immune to sleep, charm

Monster Attack Table

Hit Dice	Target's Armor Class [Ascending Armor Class]									
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]
	Monster's Attack Roll (1d20) Needed to Hit									
< 1	10	11	12	13	14	15	16	17	18	19
1	9	10	11	12	13	14	15	16	17	18
2	8	9	10	11	12	13	14	15	16	17
3	7	8	9	10	11	12	13	14	15	16
4	6	7	8	9	10	11	12	13	14	15
5	5	6	7	8	9	10	11	12	13	14
6	4	5	6	7	8	9	10	11	12	13
7	3	4	5	6	7	8	9	10	11	12
8	2	3	4	5	6	7	8	9	10	11
9	2	2	3	4	5	6	7	8	9	10
10	2	2	2	3	4	5	6	7	8	9

Monster Saving Throws and Experience Points

Monster's Hit Dice	Monster's Saving Throw	Experience Points
< 1	16	50
1	15	100
2	14	200
3	13	300
4	12	400
5	11	500
6	10	600
7	9	700
8	8	800
9	7	900
10	6	1000

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