

SMALL PLAYER MANUAL

what you need to know but short enough to comfort your attention span



by gengarium - giufio

INTRODUCTION

This is a fantasy rpg on the lines of dnd, but simplified. meant to be finished in an average of 7 - 10 sessions , depending on how much the players want to explore and mess with the world.

INTRODUCTION TO THE STORY

A group of friends riunites during the dinner of christmas, and each of them has a beautiful wife and a beautiful kid.

They spend all the night talking of how messy their kids are, how evil they seem to be even though they are the most innocent thing on the planet. So they thought to not give the kids their christmas gifts to make them think about their actions, but they quickly acknowledge that they don't deserve to be treated this bad, so they give to them their presents anyway, but little did they know that a christmas demon was watching the scene from the shadows. The demon was shocked that the kids had their gifts anyway, so he decided to punish them himself. He makes them fall asleep and haunts them in their dreams of fantasy and magic, in a kindgom full of misteries, strange living beings and secrets to unveil.

Take the hand of your friends kids and try to survive in this dream world, where everything can be cute and adorable, or horryfing as it can get! Keep your friends safe and make your journey to destroy the demon to finally wake up from this strange nightmare. *

*yes you will die plenty of time, don't worry about it.

HOW DOES DICE WORK?

physical play only

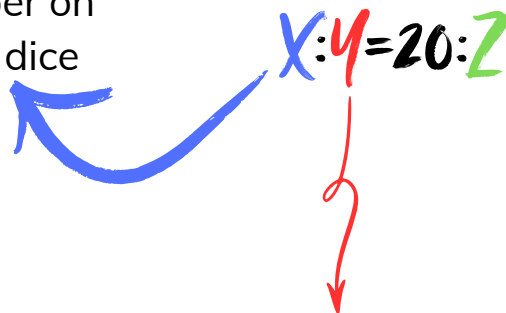
based on your trait , you will be assigned a dice, each time you roll, you must use that dice.
(enemies will always use the D20)

your stats are applied to your dice in proportion to a D20

example (if you have assigned a D30,
and you have 5 in strength, during each dice roll
you will have a buff of 7)
because ($30 : X = 20 : 5$)

always round down.
yes, even if it is 3.9 will go to 3

the CRIT
number on
your dice

$$X:4=20:2$$


the bonus you have

bonus on your dice

WHAT IF I GET HIT?

As you can see there is no HP in your character sheet, why?
it's simple.

one hit and you DIE.

so always keep an eye on never get hit,
no matter the circumstances.

when something or someone evil will try to hit and kill you
they will throw a D20, and then subtract from that result
your class armor, then if the result is more than 10, you die.



ANYTHING ELSE THAT CAN KILL ME?

don't be naive

everything will try or will kill you
maybe a fall too big that you didn't consider, maybe a trap
set by hunters. but keep an eye on

COLD INDICATORS

the indicators are in extra conditions, they go up if you are
too cold, if it gets to three you die, so maybe going
completely naked in the snow is not a good idea



HOW MUCH CAN I PROTECT MYSELF?

you don't have a weight max, but remember you have only two hands
and no pockets or bag (yes you can find it in game)
so be very very careful with what you carry with you

the max armor is (10)

as at that point you will be vulnerable only
to criticals against monsters with +0 on their throws.

WHAT IF I DIE?

Create another character and you will be reintroduced in some way,
any item you carried before and the memory of
everyone that knew you will be erased after death
YOU WILL LOSE THE CAMPAIGN ONLY IF ALL THE KIDS ARE DEAD
if you respawn, even if you have almost nothing, you can still make it

WHAT IS ASPIRATION AND BELIEFS?

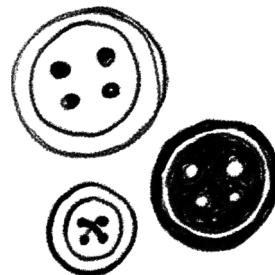


Every child dreams of being a firefighter or
an astronaut when
they will grow up, so choose your
aspiration wisely, it
will affect your story

beliefs are like knowing that santa is real (it is i swear)
beliefs will be the core of your backstory
with your aspiration
it will affect the game

THERE IS MONEY OR GOLD?

NO
you are a kid, so no money this time.
joking
there is buttons! collect them all,
some value more or some value less
the whole economy of the world is
based on buttons and their rarity.



CAN I CHOOSE MY SPECIAL TRAIT?

Sure if you are an experienced player, **your special trait gives you an ability** that
ONLY the ones with your trait can use and assigns you **WHICH DICE** you will use
for the rest of the campaign, but if you are new to role playing games,
we recommend to assign them randomly, to test them out.
probably you are all going to die anyway.

SPECIAL TRAITS AND DICES [physical]

Hawkeye

D 10

Some kids just have a radar for secrets and lost things. Whenever someone misplaced their keys, or a tiny toy piece rolled under the sofa, everyone called you to find it. That uncanny ability to spot the unseeable makes you the perfect scout in this frozen wasteland. Your sharp gaze will pierce the darkest shadows to find hidden paths, vital clues, and those precious buttons buried deep beneath the snow.

[+2 Perception]

Once per day, you can replace any Perception roll result with a natural 20. Additionally, whenever you find a button, you instantly know its exact exchange value in standard buttons.

The Fool

D 2

Acting first and thinking never was always your signature move. Whether it was jumping from the highest branch of the tree or taking the most absurd dares on the playground, danger is just a game to you. In this terrifying nightmare, your sheer recklessness bends reality itself. You are willing to gamble your loot, your safety, and even your own life just for the thrill of a lucky roll.

no buff

Once per day, you can become invisible for 2 minutes (4 turns). At any time—even during negotiations—you may gamble items or resources: roll your die to either double them or watch them vanish. You may even wager your own life; if you win, a chosen ally is resurrected.

Fast Hands

D 4

Hide and seek was never a challenge because nobody could ever catch you or even hear your footsteps. Your tiny fingers are incredibly nimble, used to snatching cookies from the jar or catching fast lizards in the garden before they could blink. Now, this stealthy agility is your greatest weapon to quietly pickpocket sleeping monsters, disarm traps, and easily track the bizarre beasts of the dream.

[+2 Dexterity]

Once per day, you can perform a stealthy or quick-fingered action without rolling. You are also skilled at tracking animals and people

Soul of the party

D 100

Silence makes you uncomfortable, as you've always been the loudest, the brightest, and the one who naturally brings the group together to play. Whenever things get scary or someone starts crying, your unyielding optimism and infectious energy can lift the spirits of the whole room. Even when facing the freezing dark, your sheer charisma can rally your friends to succeed where a single child would surely fail.

[+2 Charisma]

Once per day, you can call upon other players for help (they may refuse) for an action requiring Dexterity, Charisma, or Perception. If at least one player succeeds on the roll, the entire group succeeds

Animal friend

D 12

Muddy knees, pockets full of weird bugs, and a habit of trying to pet every single stray cat in the neighborhood perfectly define you. You have always felt a deeper connection with animals than with other children. In a bizarre world filled with horrifying and magical beasts, your innocent empathy is a true gift; you can look into the eyes of a terrifying creature and calm it down, or even turn a wild monster into a loyal companion.

no buff

Once per day, you can calm or communicate with a magical creature or animal. You may also tame an animal, but only if you do not already have a pet; while you have a companion, this skill slot remains occupied.

Iron will

D 6

Tears and complaints are strictly for other kids. You are the embodiment of pure, unfiltered stubbornness; when you make up your mind, nothing can sway you, not even a scraped knee or a scolding from your parents. This mental fortress translates into an impenetrable shield against the horrors of the night. Whenever exhaustion, freezing winds, or pure terror try to break you down, you simply grit your teeth and refuse to give up.

[+2 Armor Class]

Once per day, you can negate a temporary penalty such as exhaustion, fever, or fear

Natural Leader

D 20

Every playground needs a boss, and that role naturally fell to you. You are the one who invents the rules of the games, assigns the roles, and makes sure everyone plays fair. Your friends look up to you for guidance, and your confident voice always cuts through the chaos. In the face of monstrous enemies, your tactical mind and inspiring presence push your teammates to fight harder and be braver.

[+1 to all attributes]

Once per day, you can grant a +5 bonus (D20 stat scale) to all other players for one turn, provided you are within sight. Additionally, the entire party receives

Superhuman Strength

D 60

"Gentle" isn't really in your vocabulary. You have always had way too much energy, accidentally breaking toys, tackling your friends a bit too hard, and slamming doors. Instead of getting you grounded, that overwhelming kinetic energy becomes your greatest asset here. When a heavy door is blocked or a massive monster stands in your way, you are the tiny wrecking ball that will smash right through it.

[+2 Strength]

Once per day, you can perform an extraordinary feat of strength, such as lifting a massive object or smashing through a door

Perfect Mimic

D 24

A vibrant imagination and hands constantly covered in markers or clay define your everyday life. You were the class clown who could perfectly imitate the teacher's voice to cause chaos. That creative genius allows you to actually sculpt the dreamscape around you. You can craft brilliant disguises, alter objects with hours of patient work, and throw off your enemies with flawlessly replicated sounds.

Once per day, you can perfectly imitate a voice or sound to distract or deceive others. You also possess the ability to sculpt, draw, or paint objects to alter their appearance and effects (requires 8 hours of work per item).

[+1 intelligence/perception]

frozen heart

D 30

Winter has always been your absolute favorite season. While the other kids shivered in their heavy coats, you were out there building snowmen barehanded and flat-out refusing to wear a scarf. The biting cold is comfortable to you, almost welcoming. In a realm made of ice and snow, you are completely in your element, casually strolling over slippery surfaces and defying gravity while the blizzard rages around you.

Once per day, you can move across icy surfaces without difficulty, even defying gravity or high winds. Furthermore, you never suffer from the cold.

[+1 strength/faith]

Little Religious

D 3

Routines, rules, and a strong sense of faith guide your little life. You never go to sleep without saying your prayers, truly believing that someone up there is watching over you. That pure, unwavering belief actually holds power in this cursed place. While you might lack the sheer offensive power of the others, your devotion grants you a miraculous second chance at life, keeping your spirit tethered to the dream.

If you die on a day you have prayed, you are reborn the next morning with no memory of the previous day. The required prayer time doubles after each death (starting at 30 minutes). You cannot land critical hits, nor can you receive them

[+2 Will/Faith]

Attentive Ear

D 16

Sitting quietly in the corner, you always absorb everything happening around you. You are the kid who eavesdrops on the grown-ups from the top of the stairs, catching every secret and whispered argument. That hyper-awareness makes you an invaluable asset to the party. Your sensitive ears can pick up the faint, magical murmurs of the dreamscape, revealing hidden clues and warning your friends of approaching dangers.

[+1 perception/faith]

Once per day, you can perceive distant sounds or magical whispers that reveal a clue for 2 minutes (4 turns).

Sweet Eyes

D 5

Getting out of trouble is an art form, and you are an absolute master at it. Usually the youngest or the most cunning sibling, you know exactly how to pout, widen your eyes, and look adorable to get whatever you want. This manipulative charm works wonders even in a nightmare. When trading with the strange NPCs of this world, a single cute look from you is enough to extract precious extra buttons and items.

[+1 Charisma/dexterity]

Once per day, you can extract extra items or concessions from an NPC during a trade or negotiation.

Creative Inventor

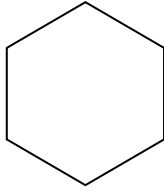
D 7

A broken toy was never thrown away; it was just an excuse to see how the gears worked inside. Your bedroom is a mess of spare parts, duct tape, and half-finished projects. You look at the world differently, seeing potential where others see trash. When a vital piece of equipment breaks in the middle of a frozen wasteland, your brilliant, chaotic mind can patch it back together using nothing but scraps and pure ingenuity.

[+2 Intelligence]

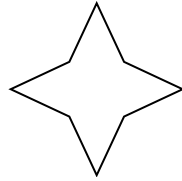
Once per day, you can repair an object using found materials (this action uses the Intelligence stat)

stats and what they are used for



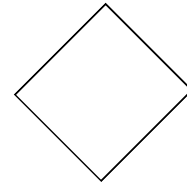
INT

intelligence is used for actions as trying to complete a rubik's cube or finishing crosswords. you can use it to trying to impress someone after you said something clever in a conversation, or to connect dots in a puzzle incossciously.



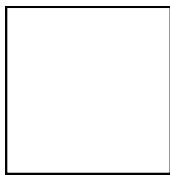
FAI

you use this stats to not be frightened on the spot when you have a bad encounter, or to boost your other stats in certain teamwork situation, you have to use this stat if enemies are trying to decieve you, or if you are sick and you are going to die because of it.



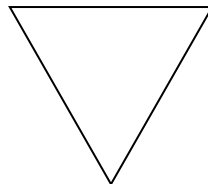
CAR

mostly you will use charisma when talking to npcs, or to boost temporarily the faith of some teammates with a joke, you can also try to use it to change the mind of enemies who have a conscience, even though you will probably die from just staying there talking.



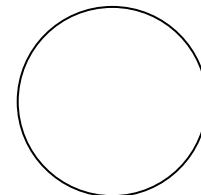
STR

Stregth is used to perform actions like trying to break a door, or punch something, or throw something, or moving an object, each time you attack you will roll for stregth. it is never applied during talking. If you roll with stregth, congratulation , you are in a fight



DES

dexterity is used to try avoid an attack, always used when blocking, used when trying to steal something, or run. when falling off a cliff, you will throw a dexterity dice, not that it would matter in that case, but you will use dexterity.

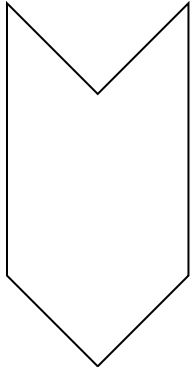


PER

perception is used to look for clues in the surroundings, to hear people talking inside a house, to catch details, to look for objects in areas, to look in the distance, to try to orient yourself in the surroundings. can be used to look for traps or poison in a dish.

city's blessing

Visited cities



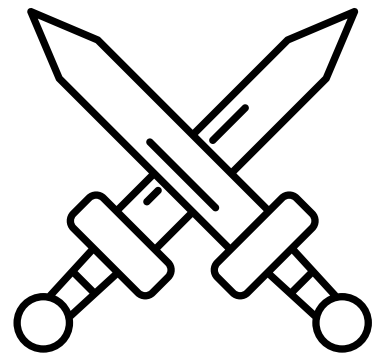
visited cities will give a **permanent boost**, you discover what is the upgrade when you stamp your paper with the city stamp.

Objects/buttons/weapon



You can have how many buttons you need, you will put them in your pajama, so don't worry about it, just ammass them, but keep an eye for the one with abilities, if you want to take out a specific button from your pouch you have to roll the dice and succed, and for each 10 buttons, you will get a -1 (D20) during the action of take out the button (it will be throw on DES).

Objects on the other hand, can have abilities too, but the catch here is that you have to carry them in some way, it may be in your little hands for the whole time, or in a well fit pocket, same is true for weapons, but when the object could be activated or passive, weapons have always to be activated, the only passive buffs that weapons give, are the stats buffs(normally in str), while armor always have a passive bonus (and the stat buff is normally in class armor)

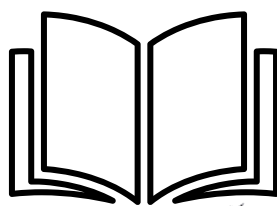


books

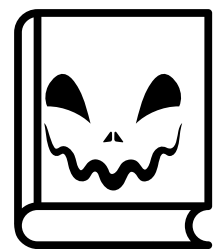
Some books are enchanted, which means that they have a spell inside, to cast the spell, you have to stand in a certain position, and go AAAAAH, and then you have casted the spell, you don't have to throw a dice for casting it, but for example if it is a fireball, you have to throw based on INT if you hit the enemy (physical attacks throw with STR, magic with INT). you will have a static +1 in INT while holding a book in your hands, but be careful, **not all books are good or enchanted**



pretty interesting book



normal book



very scary book

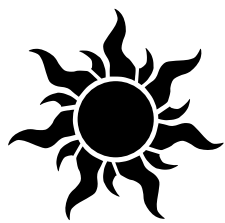
Element reactions



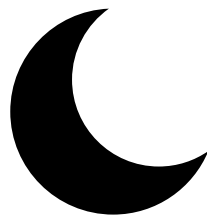
ICE/FIRE/GREEN

the three elements are FIRE, ICE, and GREEN (which represents nature, grass, earth, and all of that). when you are in a combat, and you try to hurt a plant with a lava sword, you will have a bonus for dealing critical elemental damage, **the bonus is +3** (D20) on whichever stat you are using to attack. HOWEVER, if you try to hurt a snowman with an ice cone, you will not deal that much damage. so if you try to hit a enemy with his same element, you will have a **malus of -3** on your throw, on whichever stat are you using for the throw

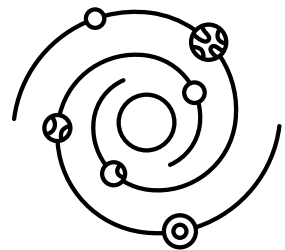
other elements



LIGHT



DARK



COSMIC

Obviously there are some being that are too strong for normal wolrldy weaknesses, it is the case of angels, demons, or Gods, which **don't have weaknesses**, but only strength, so if you hit an angel (light) with a heavenly weapon (light) you will get -3 on the dice throw, however if you attack the angel with a demon fish(dark), you will not get any bonus

each and every enemy or weapon, has it's own type, sometimes it is evident, sometimes you have to guess it

OTHER DIFFICULTIES

if you think that the base game is not hard enough or you have already finished it? there are some more difficult modes to play this game.
each mode as a point value, so you can customize your run based on a target of point you want to have, or you can go for highscore.

hardcore +5

you cannot create any other character, you can only be revived.

monster scientist +2

you cannot wake up from the dream until you have discovered all the monsters in the map (don't worry, they are 40- something, in total)

frost-averse +3

if you get even one flake of cold, you are dead. so be prepared with the loot from the home.

nightmare +10

DM, release the extra pack of 10 demon divinities, let them roam around the overworld destroying everything and everyone

"i can't talk yet" +3

you can't speak any language at all, you can only scream for fear or casting enchantments, for your friends you will have to use gestures

disoriented +4

the locations are in random order, and the level of each enemy is randomized on it's spawn (DM throws a D10)

Cleptomany +8

you can't wake up until you have every enchanted button in the world

i am not afraid! +7

kill the Krampus before than entering any city

dream team +1

all people have to use the "leader(d20)" class

platinum: 43 points total

- / 43
your score

★ CHARACTER SHEET BY GIU

★ the tale of a winter night ★



NAME: _____

Special Trait: _____

Alignment: _____ / _____

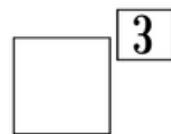
Beliefs: _____

Aspiration: _____

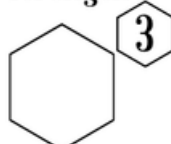
Extra Conditions: _____



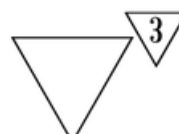
Visited Cities



Strength



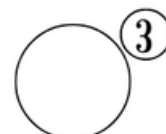
Intelligence



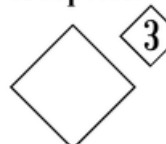
Dexterity



Faith



Perception



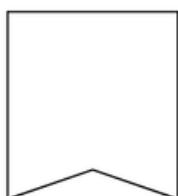
Charisma

ARMOR

obj

armor points

ARMOR CLASS TOTAL

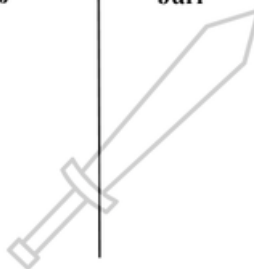


4

WEAPONS

obj

buff



buttons number

Special Buttons:

Allies/ animals / characters known :

Objects

obj

ability

