



Babies

And
Broadwords

Muddy Monsters

A Quickstart Adventure



EVEN FOOTING GAMES



Babies
And
Broad Swords

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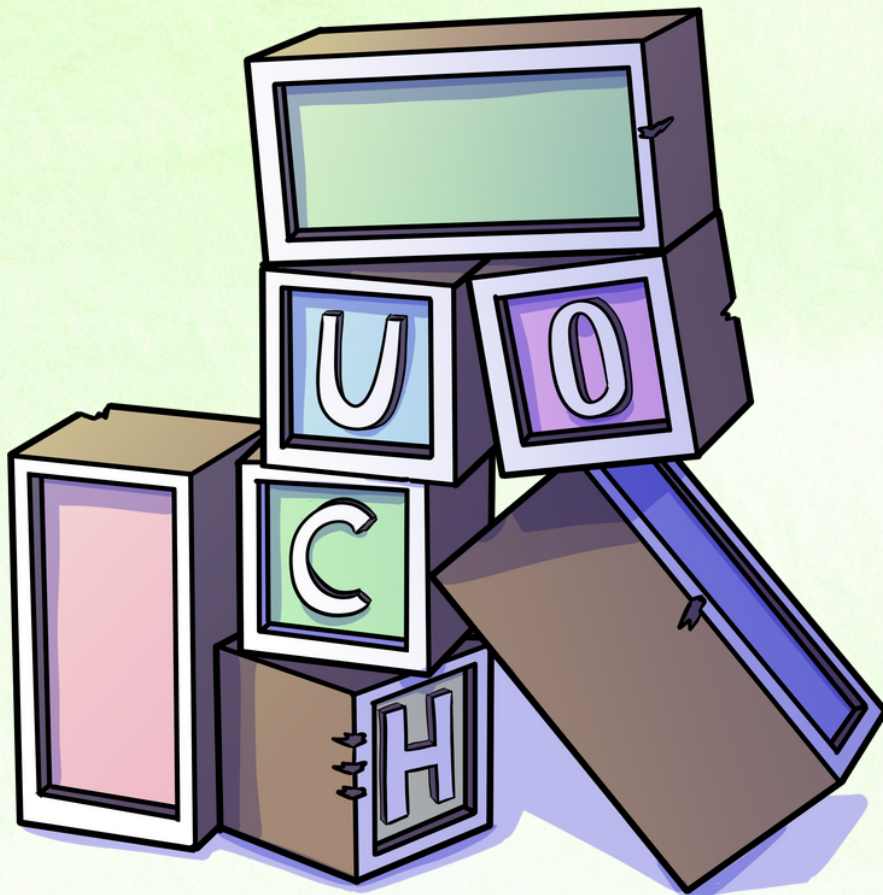
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Babies and Broadwords: The Basics

Close your eyes for a moment. No, that was dumb. You can't read when your eyes are closed. Open them back up. Good. Instead, just imagine that you're surrounded by all manner of rascally little tykes, each one cuter and slobbier than the last. Imagine these tiny bundles of mayhem all live together in a dystopian orphanage run by an aristocratic ghost and her monstrous staff.

Now imagine you're one of these terrible toddlers and someone just gave you a rolling pin covered in rusty nails, a picture of a cool doggie, and an exploding rat. What would you do? What *wouldn't* you do?

Babies and Broadwords is a simple d6 system with a heavy emphasis on storytelling and resource management. The Big Three stats are Adventurousness, Cuteness, and Precociousness. Bonuses are added to the Big Three through Class Abilities, Perks, Knacks, and Stuff. The Big Three help determine your tolerance levels for Ouchies, Grumps, and Tummy Aches. You go to a Time-Out if you take more Ouchies, Grumps, or Tummy Aches than you can handle.



A Baby Adventurer is Born

-Character Creation-

- What is your Baby good at? - Players place a 5, 3, or 2 into their Big Three stats: Adventurousness, Cuteness, and Precociousness. Placement is the player's choice.
- What can your Baby handle before a Time-Out? - Players roll 1d6 to determine their maximum Misfortunes: Ouchies (Adventurousness + 1d6), Grumps (Cuteness + 1d6), and Tummy Aches (Precociousness + 1d6)
- What does your Baby do? - Players choose their Class and adjust their stats with any received bonuses.
- What is your Baby's specialty? - Players choose 1 Perk, which will grant an additional + 2 for the appropriate Skill Challenge.
- What is your Baby like? - Players choose Quirks. These cute characteristics will help add depth to your Baby.
- What is your Baby's talent? - Players choose 1 beginning Knack from the Knack list. This will give your Baby a special power!
- What does your Baby start with? - Players roll 1d6 + 3 to determine their starting cookie amount.

Examples

Perk: Forward Roll - Truly the most impressive feat of athleticism any child can manage. Forward Roll grants a + 2 to a Nimble skill challenge.

Quirk: Stubborn - There are few things as immovable as a two-year-old who doesn't want to go.

Knack: Fart Traveler - A gassy tum-tum can be a gift when it belongs to a Fart Traveler. A Baby can eat 1 cookie during combat and move 2 ranges instead of just one. Outside of combat, they can eat 1 cookie and move twice as fast as other Babies for a short period of time.

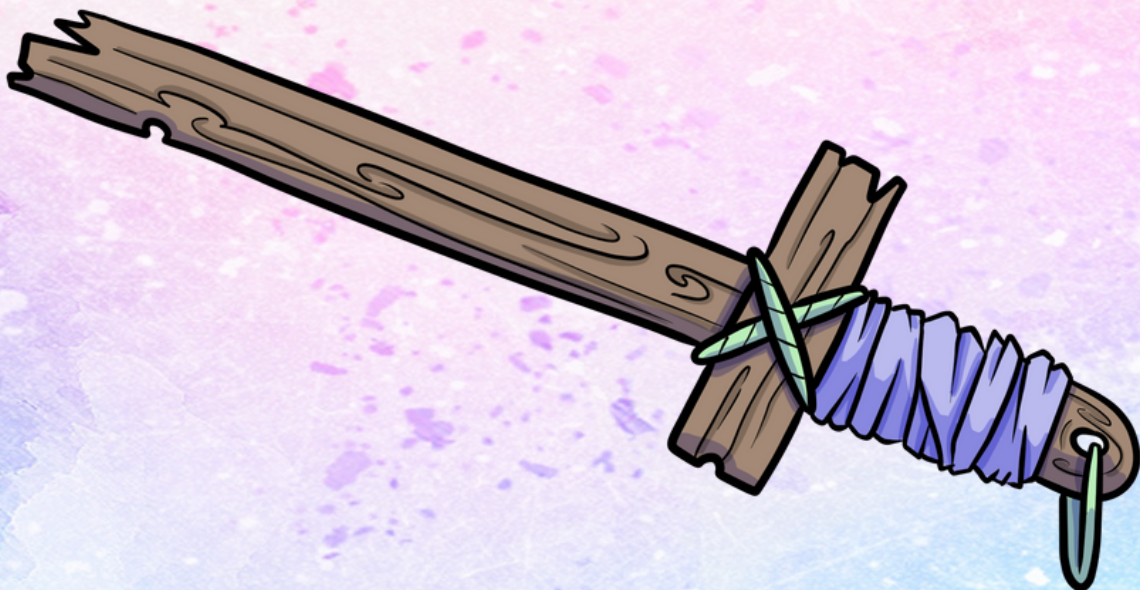
To Battle!

-Combat breakdown-

Babies must figure out when everyone will play their actions. This is called Taking Turns. Taking Turns is established by a 1d6 roll. Ties are broken with Rock, Paper, Scissors.

During a Baby's turn, Babies can do a Big Thing, a Little Thing, and a Moving Thing. A Big Thing is attacking an enemy, using a special ability, or using a Knack. A Little Thing is eating a cookie, using an item, picking something up, or using an ability that's triggered by a successful attack. A Moving Thing is going from 1 range to another.

Conflict uses opposing dice rolls. The attacking Baby chooses which Big Three stat they will attack with, add a 1d6 roll, then add any Class or Knack-related bonuses. The enemy makes their attack and the numbers are compared. If the defender rolls higher, they block the attack. If the attacker rolls higher, the defender takes the difference as damage. In the case of a tie, the attacking character is successful and deals 1 damage.



Muddy Monsters

It's raining at Lady Chastity's Home for Unwanted Children and Other Errors in Judgment. Again. For the third day in a row. The constant pinging on the rusted roof has driven everyone nearly insane, except for Bubbles the Merbaby, who is starting to feel at home for the first time in his five years of life. Perhaps the rain wouldn't be so bad if the children weren't all stuck inside with nothing to play with but the same old broken toys and 20 odd, mismatched puzzle pieces. Nobody is happy.

You find yourselves in the largest playroom on the second floor. This is the room that the older nurses who don't like the stairs tend to favor. It's also the only one that still has glass in the window, and not rotting boards and linen. The children have spent the past three days watching this window, waiting for the rain to stop beating against it. For the sake of starting this adventure, we'll say it finally does.

The clouds part and the sun does its best to wrap Lady Chastity's in its warming embrace. It eventually settles for an awkward handshake.

Ms. Margaret, the head nurse, has been reading one of her boring no-picture books and doing her level best to ignore all the whining when she is approached by Henry the Dragon.

"Ms. Margaret," Henry inquires sweetly, "the rain has stopped and we are dying of boredom. Can we go outside?" Henry's voice is only slightly congested. The rain does wonders for his allergies.

Ms. Margaret shakes her head, not looking up from her book. "You'll all become muddy monsters and bath time isn't for another week and a half. No, we're going to stay inside for a while longer."

You have to get outside before you go completely nuts. You don't know what will happen if you don't, but you know it won't be good. If Ms. Margaret isn't going to let you out, you'll need to find another way



If the Babies want to look out the window, they'll see the Courtyard, full of mud puddles. A successful Nosey roll (7) will also show how the industrial machinery turned playground equipment shimmers and shines. Even some of the particularly rusty parts now seem to beckon as if to say "go ahead, crawl all over us."

The Babies will need to make a plan to leave the nursery by distracting Ms. Margaret or sneaking past her. Getting caught will lead to 2 Grumps as she makes the whole playroom sing the Good Behavior Song.



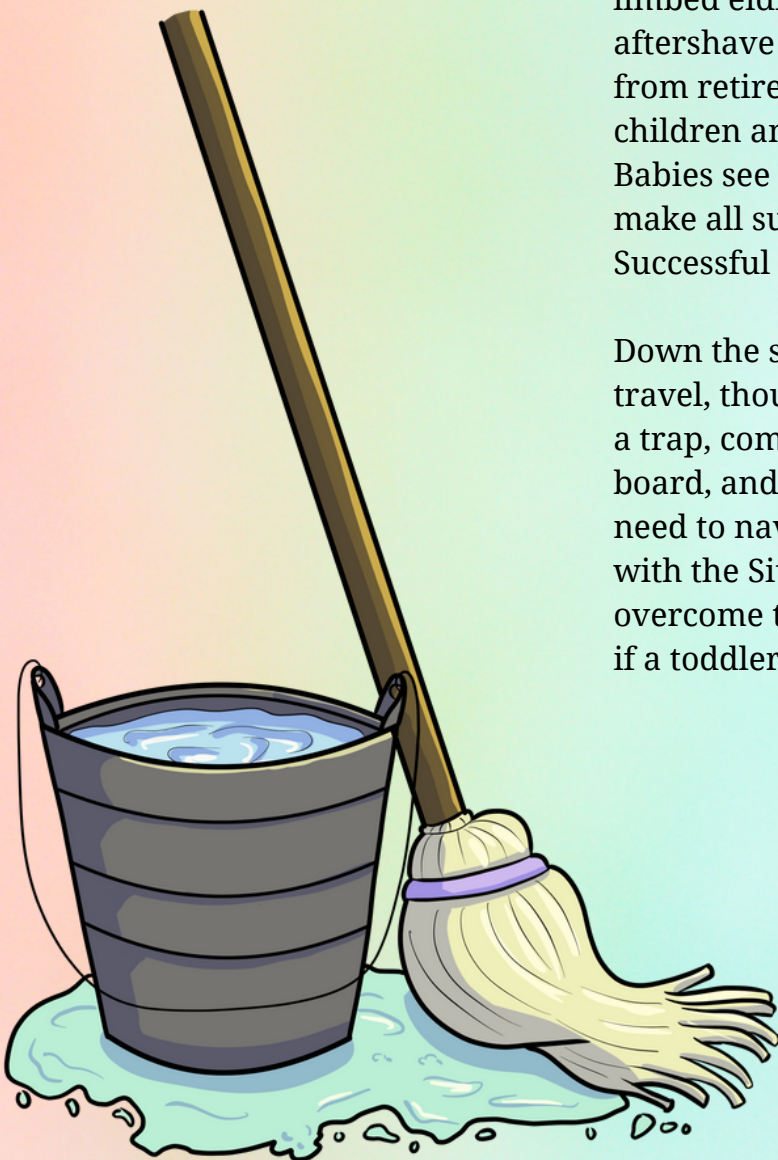
Never Talk Too Loudly
Or Run and Jump and Shout
Or Else the Bad Behavior Man
Will Turn You Inside Out

A successful Crafty roll (8) will know the way to the Courtyard. The Courtyard is accessible from the first floor and sits in the middle of the Orphanage.

In the hall, the Babies will see a bucket of soapy water and a mop leaning up against the wall.

The Janitor is somewhere nearby. A Brainy roll (9) knows that it's his lunch break and that he is too lazy to dump the water out before he takes his break. Running past the water without being careful will lead to slipping. Make Nimble rolls (8) to maintain your balance. Linger too long in the hallway or messing with his bucket and mop may alert the Janitor. The Janitor is a multi-limbed eldritch horror who smells of cheap aftershave and is cursed to be two weeks away from retirement forever. He's not fond of children and can cause the 'Scared' status if the Babies see him. Any Baby who is Scared will make all subsequent rolls at -1 until they make a Successful roll.

Down the stairs is where the Babies should travel, though it is a daunting task. The Stairs are a trap, complete with some left-over jacks, a loose board, and a random roller skate. Babies will need to navigate these obstacles as best they can, with the Sitter providing Challenge goals to overcome them safely. Ouchies will be plentiful if a toddler takes a tumble.



You've done it! You've reached the Courtyard. Your group manages to be the first ones outside, and the quiet stillness is strangely calming. As you cast your eyes around the new batches of weeds already cropping up out of the ground, you're almost blinded by the sunlight reflecting off of Old Rusty. The ancient conveyor belt/ textile loom/ death trap thingy seems to wait patiently to deliver its tetanus kisses to any child who ventures too close. The jagged metal edges that haven't turned into oxidized lockjaw, glisten with dappled raindrops. You're so captivated by the sight of a slightly-less rusty Old Rusty, that you fail to notice the amorphous blob rising out of one of the puddles. You hear the sound, though. That awful, wet, shlorpy sound that only means one thing.

A Mud Monster.



The Mud Monster's stats can be found below. All monsters in Babies and Broadwords can be dealt with in numerous ways, not just combat.

Bargaining, reasoning, making deals, intimidating, and befriending all are options. So is a good old punch in the nose. Let the Babies decide how they want to handle the Mud Monster and use the provided stats accordingly.

Loot

If the Mud Monster is vanquished, or the children come to an arrangement with it, they can take a Handful of Squelchy Mud that will give + 2 to any Cuteness roll, single use. They also find Pretty Rocks that can take away one Misfortune of their choice, single use. These items can be saved for subsequent adventures.

Mud Monster

- Adventurousness - 4
- Precociousness - 4
- Cuteness - 3
- Hit Points - 12
- Attack - Adventurousness 3 + 1d6
- Toughness - Adventurousness
- Weakness - Being Jumped On. Splat! The Mud Monster takes + 1 damage if jumped on.

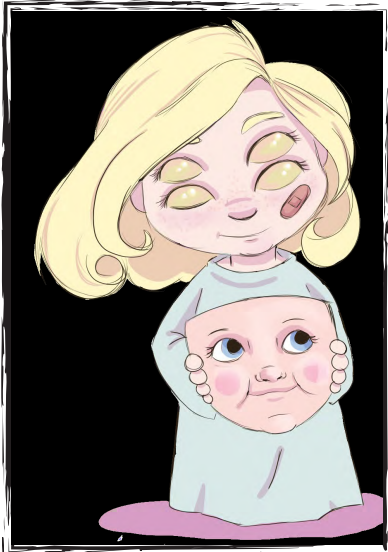
Mud Monsters are sloppy, gloopy, messy monsters. Some say they only appear when the green rain from the factory district mixes with the sad dirt of the Courtyard. Others say they were Weird Kids who found a lumpy brown thing buried in the Underground and ate it. Whatever they are, they love being tracked all over nice clean floors and will try to crawl up your nose. Don't ask why, just don't let them do it.

Special Attacks

Mud Butt - (Flinging Range) The Mud Monster tries to sit on the Baby's head, because sitting on somebody's head is hilarious. After a successful attack, the Baby is covered in mud and Confused for 1 round.

Ker-Splat - (Flailing Range) The Mud Monster throws mud balls around, ruining your pretty summer dress with every hit. Honestly, why are you wearing that to a fight anyways? I would probably throw mud at you, too. Mud Monster does + 1 Grump Damage.





Me Age 4

Baby Name: _____

Player Name: _____

Class: Mommy's Little Helper

Quirks: Overly Curious, Stubborn

Big Three

Adventurousness

2



Ouchies

Cuteness

5



Grumps

Precociousness

3



Tummy Aches

Skills:

Muscly

Cool

Brainy

Nimble

Adorable

Crafty

Beefy

+ 1 Nosey

Guile

Perk: Fartful Dodger, grants + 2 to a Crafty Skill Challenge

Knacks: Bouncy Baby, eat 1 cookie to reduce damage taken by half

Cookies



Gold



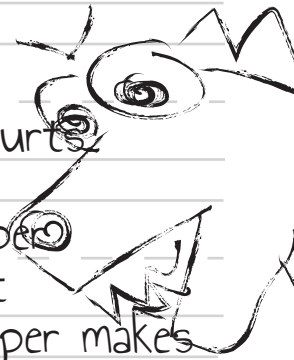
Class Abilities:



1. Uh oh! You Have a Booboo - 2 Cookies - Mommy's Little Helper knows a thing or two about medicine. They've seen all those bottles in the nurse's cabinet after all. They can heal 1 Ouchie and 1 Tummy Ache from everyone in the party, but they take 2 Ouchies because nobody says 'Thank You' and rudeness hurts.

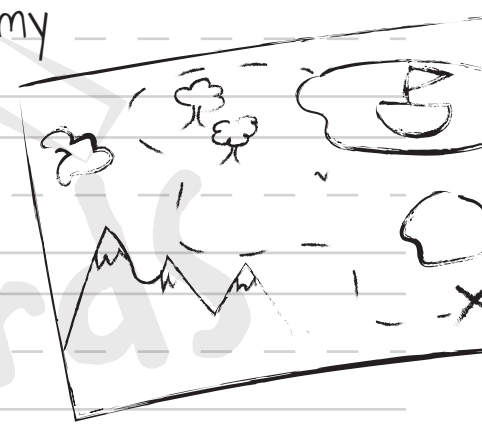
2. Look At Me! I Can Help! - 2 Grumps - Mommy's Little Helper doesn't need your permission to be helpful. They can assist another player with a Skill Challenge roll. Mommy's Little Helper makes the same Challenge roll and adds half their score to the first player's score.

3. I Wuv You. - 1 Cookie - The child is Just. Too. Cute. Mommy's Little Helper gets + 2 Adorable bonus.

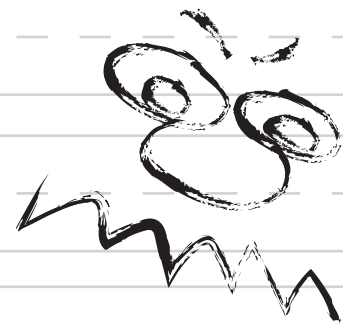
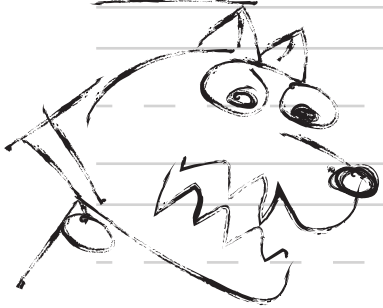


Stuff: hot water bottle (removes 1 Grump, 1 Tummy Ache, or 1 Ouchie once per break)

a sucky snot bulb



Notes:





Me Age 4

Baby Name: _____

Player Name: _____

Class: Thortherer

Quirks: Safety Blanket, Nose Picker

Big Three

Adventurousness

Cuteness

Precociousness

3

2

5



Ouchies



Grumps



Tummy Aches

skills:

Muscly

Cool

Brainy

Nimble

Adorable

Crafty

Beefy

Nosey

+ 1 Guile

perk:

Forward Roll grants + 2 to a Nimble Skill Challenge.

knacks:

Do Not Want! Babies with this Knack are great at getting away from things they don't like. Add + 1 to any Nimble roll.

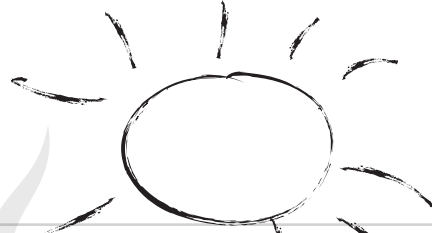
Cookies



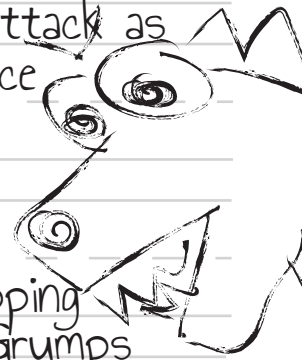
Gold



Class Abilities:

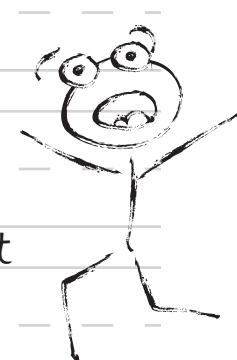


1. And Then There's This One and She Does This. - 2 Cookies - Spitting Range The Thortherer starts regaling an enemy about their new favorite topic, causes 1 round of Bored, and gets a 2nd attack as a Little Thing at half damage. They then take 2 Grumps once they realize that nobody else is listening to them.



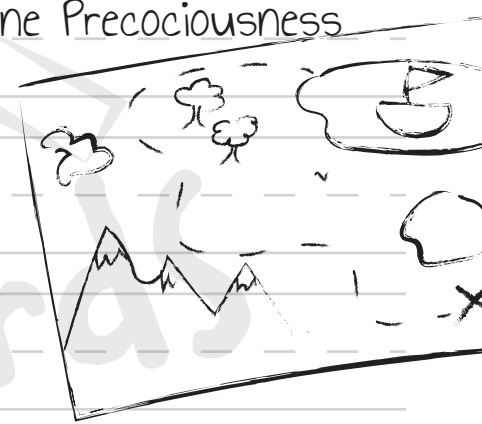
2. Wanna See My Drawings?! - 2 Ouchies - The Thortherer shows one friend their drawing of the Cool Muscle Guy ripping the arms off an orc. It's really neat! That friend loses 2 Grumps because of the awesome drawing.

3. Uh uh, That's Not What My Book Thays - 1 Cookie - The Thortherer has gained advanced knowledge of everything ever and they're generous enough to share it all with you. They get a +2 bonus to any Brainy skill challenge.



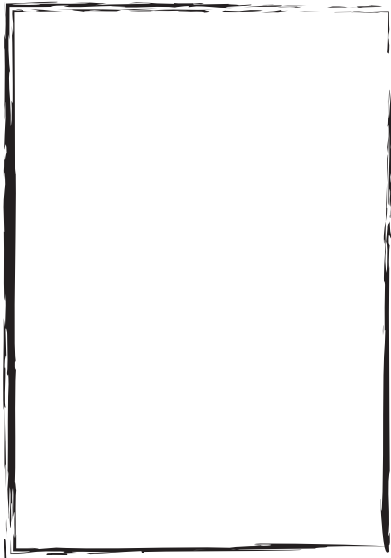
Stuff: Heavy Whacking Book (lets you add + 1 to one Precociousness attack once per Break)

a jar of petroleum jelly



Notes:





Me Age _____

Baby Name: _____

Player Name: _____

Class: _____

Quirks: _____

Big Three

Adventurousness

Cuteness

Precociousness



Ouchies



Grumps



Tummy Aches

skills:

Muscly

Cool

Brainy

Nimble

Adorable

Crafty

Beefy

Nosey

Guile

perk:

knacks:

Cookies



Gold



Class Abilities:

1.

2.

3.

Stuff:

Notes:

Babies



And

Broadswords

