

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

Fears

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.

Friends

Player A: _____

Player B: _____

Player C: _____

NPC A: _____

NPC B: _____

NPC C: _____

Little Kid

Name: _____

Costume: _____

Toys (+1): _____

BABES
in the
WOOD

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

Steam

Noodle

Mush

Health

Harm

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

Fears

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: _____

BABES
in the
WOOD

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

Steam

Noodle

Mush

Health

Harm

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

Fears

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 Mischief

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.