



# KIDDIE POOL

A GAME OF  
HUMOROUS  
CARTOONS

KIDDIE POOL IS BASED ON THE OVER THE EDGE SYSTEM  
AND ITS THUNDARR THE BARBARIAN CONVERSION BY  
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"What? Yes I am! I'm totally the world's greatest secret agent!" Archer sputtered as he fired four rounds over his shoulder without looking, unable to believe that anyone could doubt his ocelot-like prowess. The three Guild agents slid to the ground against the wall-sized computer and he continued. "I mean, you don't even have a gun? What kind of secret agent doesn't have a g-" Just then another Guild agent sprang up behind Archer, holding a gun to his head and cocking it. "Oh, shit."

"Hwup-" the Guild agent coughed out as a knife impaled itself in his armored jacket. Samson raced forward, shoving Archer out of the way and proclaimed "I don't need guns!"

Archer sat on the floor, stoically unmoving as a huge splash of blood washed over him. "Clearly... you don't. That is... really quite disgusting, actually. What are you doing?"

"I'm cutting his head off to listen to Guild command. I've done this before," Samson grunted as he pulled the bald, goggled head free of its body.

"Or we could just use this frequency hacker ISIS gave me," Archer said, holding up a small black device. "It's already preset to all known Guild channels, so, you know, it's kind of the same thing that you're doing."

"Oh, come on!" Samson moaned as he dropped the bloody head. "You've had that the whole time?"

Archer continued sitting on the ground looking up at him, motionless.

"Mmmmmmaybe?"

# GETTING STARTED PLAYING

*Kiddie Pool* is a game where violent, sex-happy lunatics get together and pretend to be imaginary characters based on popular adult contemporary Western animation programs like *The Tick*, *Archer* and *The Venture Brothers*.

This is a pretty simple game, but you might want to read the *Over the Edge* rules anyway. If not, here's a rundown of what you need to do.

1. Make a character that is exciting! Even if they're boring. You know what we mean. Sparks spends all day in a chair, but he manages to get into plenty of trouble.



2. Make a character that can handle danger! Even if they suck at fighting they should be able to do *something* useful in a fight.

3. Follow the GM's lead. If the campaign is circus-level zany, don't make a grim and gritty antihero unless you plan on playing him as a caricature. Even then you should probably still plan on playing him as a caricature.

4. Be independent! Don't make a character that relies on something or someone else in the game to function. If you're somebody's bodyguard you'd better have a good reason to go out saving the world when his player doesn't show up for game night!

5. Don't be an ass. Your character should want to interact with the other PCs to some degree, or you the player should work with the other players and the GM to ensure that your character has a reason to work with them. Nothing's worse than a player who tries to spend the whole game going "lone wolf."



# MAKING A CHARACTER

## CONCEPT:

Who are you?  
Homeless necromancer?  
Former secret agent?  
Clone of Hitler?  
Crackpot scientist?

Your concept goes a long way to fleshing out your character.

Your Central trait is what most people know you as. Your character concept should probably relate to your Central trait.

Note that just because you're known for something doesn't mean you're very good at it.

## TRAITS:

Starting characters have four traits: one **Central** trait, two **Side** traits, and one **Flaw**.

Each of these has a sign - a visible or tangible aspect of that trait.

One of your Central or Side traits is also your **Superior** trait. The other two traits are **Good**.

Central and Side traits are rated by how many six-sided dice you roll when using that trait.

The example traits on the right have two numbers after them. The first number is how many dice you roll if it's a Good trait. The number after the slash is how many dice you roll if it's a Superior trait.

Your Flaw doesn't have any dice attached to it.

Your Flaw should be something that comes up in play regularly and makes a difference. Ideally, it's related to one of your Traits or your central concept.

If you have a magic trait, you must have a second Flaw for that trait.

## Technical or Unusual

(Doctor, Electronics, Sorceress)

2/3

## Standard

(Cat Burglar, Soldier, Brilliant)

3/4

## Narrow Technical or Unusual

(Dentist, Robotics, Wizard Etiquette)

2/4

## Narrow Standard

(Double-Jointed, Comedian, Historian)

4/6

No fighting trait counts as Narrow!

## Flaws

(Pillhead, Nerd Hypochondriac, Must Rhyme To Cast Spells)



# GAME MECHANICS

The number of six-sided dice you have attached to a trait is its **Score**. For example, if you had the trait Supermodel (which is Narrow Standard) as your Superior trait, you would write it as

*Supermodel (N/S) 4d6 (glamorous eye-catching hair)*

N/S means Narrow Standard. The trait's Score is 4. That bit at the end is the sign for your trait.

When you use a trait, you roll a number of dice equal to its score (usually three dice, or four dice for your superior trait). The typical unnamed character gets two dice each for their central and side traits. The sum of all these dice is the "roll result."

You compare your roll with a difficulty factor, or a roll made by the GM, usually representing a NPC's traits. You succeed if your roll result is higher than the difficulty factor or the GM's roll. If the roll is for a skill attempt not opposed by an animate opponent, the GM will generally roll two dice.

If the roll is for a magic spell not cast against an animate opponent, the GM will generally roll one die. If the skill attempt is not really important, or is well within the character's abilities, then you probably don't need to roll at all.

Task	Difficulty	Dice to Roll
	Factor or	
Easy	4	1
Moderate	7	2
Hard	11	3
Really hard	14	4
Pack it in	18	5-6

If you get a **bonus die** (by having some advantage), you roll an extra die along with your normal dice and then drop the lowest die out of the bunch. If you have to roll a **penalty die** (from having some disadvantage), roll an extra die along with your normal ones, but drop out the highest roll. The GM might make you roll a penalty die if your Flaw comes into play (like someone with the Nerd flaw trying to pick up a supermodel).

If you roll all 1's, you **botch**. Not only do you fail what you were trying to do, but something really bad happens.

If you roll all 6's, you **blow the top off**. You get to roll an additional die. If that die rolls a 6, you roll an additional die (and so on).

If you want to take **multiple actions** in one round, you can take one extra action, but you roll a penalty die with every actions. With two extra actions, you just get one fewer die to roll. Three extra actions, two fewer dice, etc. etc.





Your character has **Hit Points** (big surprise there, right?) that let him soak up damage without getting killed... at least right away. When your HP reaches 0 you're out of the fight, and if you lose more than twice your HP it's game over.

To figure out your character's HP, roll 2d6 and take the result times the Score of your most combat-related trait. For example, if you had the trait *Assassin (S) 4d6 (constantly plays with knife)*, you would roll 2d6 and take the result x4 as your character's hit points. Alternatively, you can just take your trait's Score x7, if the GM doesn't want to leave that much up to chance.

If your character can cast magic spells, he also has a **Magic Pool** that shows how many spells he can cast per day. This pool is  $1d6 \times$  (score of magic trait), but the minimum number of points in your pool is 7, so if you end up with less than that, congratulations on sucking.

You get one die for your **Experience Pool** at the start of the game and earn more during play. You can roll them during checks, as long as you can justify how your past experiences help you out. Dice spent this way return for the next game. You can also save them up and use them to increase your traits. Dice spent this way are gone for good.

Now that the math stuff is done, think of some plot hooks that the GM can use to include you in the game:

**Motivation:** Why you do what you do?

**A secret:** What's something you don't want other people to know about? This is even better if someone else besides you knows your secret!



**An important person in your past:** Who is someone that affected your life in a big way? This should be someone you had a lot of contact with.

Even if you can't draw for shit, you should draw your character anyway.

You might already have some of this, but make sure you come up with a name, background, equipment and finances. Don't be a jerkoff about it.



Combat starts with **initiative**. Roll a combat-, agility-, or speed-related trait at the beginning of a combat. Actions proceed each round from the highest roller to the lowest.

For a **normal attack**, roll a combat, strength, agility, or similar trait. The typical unnamed character gets two dice for a basic attack. Add the dice together: this is the "roll result." Compare attacker's roll result to the defender's roll result.

A non-combat trait (like magic-related traits) can only be used for attack or defense each round, not both. You hit your opponent if your roll result is higher than your opponent's defense roll result.

For a **magic attack**, roll a magic-related trait. Compare the roll result to the defender's roll result. As a non-combat trait, a magic-related trait can only be used for attack or defense each round. You hit your opponent if your roll result is higher than your opponent's defense roll result.

**Normal Defense:** Roll a combat, agility, or similar trait. A non-combat trait (such as all magic-related traits) can only be used for attack or defense each round. The typical unnamed character gets two dice for a basic dodge. You get one defense roll for each attack made against you.

**Magic Defense:** Roll a combat, agility, or magic-related trait. Rolls using traits not magic-related are generally assigned a penalty die when used to defend against magic, unless the defender has some offsetting advantage such as a magic weapon.

All attacks have a damage multiplier. If someone is attacked, their defense roll is subtracted from the attacker's attack roll. Anything left over is multiplied by the attack's damage multiplier to give the damage result.

The typical unnamed character gets two dice for a basic dodge. Magic-related traits (like all non-combat traits) can only be used for attack or defense each round. You get one defense roll for each attack made against you (or against someone else, if you are using your magic to protect someone else from attacks instead of protecting yourself).

Rolling a magic trait to defend against an attack does not give you armor, per se, but it does reduce the chance of being hit, which also has the effect of reducing the damage you take if you are hit.

So it sort of does give you armor, but only for the instant that you're making the trait roll, and the effect it has comes before the attack result is multiplied by the weapon's damage factor, rather than after. Don't think too hard about it.





## Ranged Attack Defense Modifiers:

Weapon	Dice for Defense Roll				
	1	2	3	4	5
Thrown, balanced	2m	4m	8m	16m	32m
Thrown, awkward	2m	4m	6m	8m	10m
Crossbow	2m	10m	20m	40m	80m
Taser	1m	2m	5m	†	†

### Situation

Cover	
Target moving	
Attacker moving	
Darkness, fog, etc.	
Target dodging (not attacking at all)	

### Extra Defense

1 or 2 dice
1 die
1 die
1 or 2 dice
2 dice

**Armor:** The defender determines armor protection: usually 1 point for casual leather, 1 die for basic armor, and 2 dice for really good armor. Roll the armor dice and subtract this protection value from the damage result to get damage taken.

Walls, wrecked cars, magic barriers and so on have armor too, sometimes as high as 4d6! Keep in mind that inanimate objects only get 2d6 for a defense roll, if they get one at all.

**Unnamed Characters:** If an unnamed character takes more than 7 points of damage from an attack, that character is out of the fight. If an unnamed character takes less than 7 points of damage from an attack, they ignore the damage.

**Lost Hit Points:** If the target of an attack is a named character, subtract the damage taken from the target's hit points. If the target is at half hit points or below, they take a penalty die on further actions. If at 0 hit points or below, the target is out of the fight. If at a level of hit points equal to the negative of their normal hit points (e.g., -21 for a character with 21 hit points), they are out of the game until the GM decides they can come back (if ever).

**Recovery:** After a chance to rest and recuperate (maybe half an hour), a character recovers two-thirds the hit points they've lost from punches, kicks, and general brawling damage, and one-half the damage they've taken from weapons, magic, or other more serious attacks. After that, they recover only by rest or magic.



# EQUIPMENT

Weapon Type	Damage Factor
Unarmed combat	x1
Throwing knife	x1
Knives, lead pipes, throwing axe, etc	x2
Swords, axes, etc	x3
Light handgun or SMG	x3
Medium handgun or SMG	x4
Large handgun or SMG	x5
Light Rifle	x6
Heavy Rifle	x7
12-gauge shotgun	x10*
Taser	x5**

\*Divided by distance dice from the Firearm Ranges table.

\*\*All damage from a stun attack is temporary. Record it separately; it all comes back when the character recovers.

Armor Type	Protection
Comfortable armor	1 point
Average armor	1d6
Good armor* (hard leather, metal/plastic reinforced)	2d6
Superior armor** (heavy metal, plastic, ceramic)	4d6

\*Imposes 1 penalty die on attack rolls

\*\*Imposes 2 penalty dice on attack rolls



## Firearm Ranges

Firearm	Dice for Defense Roll				
	1	2	3	4	5
Pistol	2m	10m	20m	40m	80m
SMG	2m	25m	50m	100m	200m
Rifle	2m	50m	100m	200m	400m
Shotgun*	4m	8m	16m	32m	64m



# MAGIC

Offensive Spells	Damage Factor	Modifiers
<b>Average offensive blast</b>	x1	1 bonus die
<b>Average offensive spell with special effect</b> (entangling, imprisoning, mutating, etc.)	(x1)	1 bonus die
<b>Good offensive blast</b>	x2	none
<b>Good offensive spell with special effect</b>	(x2)	none
<b>Superior offensive blast</b>	x4	1 penalty die
Superior offensive spell with special effect	(x4)	1 penalty die
<b>Monstrous offensive blast</b>	x8	2 penalty dice
<b>Monstrous offensive spell with special effect</b>	(x8)	2 penalty dice
<b>Stun ray**</b>	+3***	

\*\*\* Increases spell's damage factor; a Good offensive stun blast would have a Damage Factor of x5 (2+3).

## Magic Barriers

Average magical barrier (which has 1 die of armor)	1 bonus die
Good magical barrier (which has 2 dice of armor)	none
Superior magical barrier (which has 4 dice of armor)	1 penalty die

## Telekinesis

Telekinesis, move stuff or a person around, Good strength	1 bonus die
Telekinesis, move stuff or a person around, Superior strength	none
Telekinesis, move stuff or a person around, Monstrous strength	1 penalty die

**Summon, create or animate** an average unnamed creature (duration is indefinite, maximum number of creatures = wizard's magic pool)

1 bonus die

**Summon, create or animate** a Good creature

none

**Summon, create or animate** a Superior creature

none

**Summon, create or animate** a Monstrous creature

1 penalty die

## Counterspells

Undo/Cancel a spell cast by another magician, rolled as if other magician is the target of the spell

## Modifiers

1 penalty die

Spell is needed to advance plot or improve game

## Modifiers

Spell succeeds

Spell is illusionary

2 bonus dice or +3 damage

factor

1 bonus die

Spell only affects non-living, non-magical material

(if spell could otherwise be used on living things)

Spell affects a large area or a group of unnamed targets

1 penalty die

Spell is subtle

2 penalty dice

Spell derails plot or ruins game

Spell fails



# EXPERIENCE

All characters start with one die in their experience pool, but this will change as time goes on.

## Gaining Experience

Generally, the GM awards one experience die per worthwhile game session. On rare occasions the GM may award an extra die for outstanding role-playing, completion of a long-term goal, an ingenious player idea, and so on.

### Using the Experience Pool

You can use each die in your experience pool to improve one roll per game session. The dice from your experience pool act as bonus dice. Once you use an experience die as a bonus die, you cannot use it again in that session. As you play, you can acquire more dice for your pool.

### Adding and Improving Traits

If you spend experience dice to add or improve a trait, you lose those experience dice permanently (unlike using them as bonus dice).

#### Advancing to...

1 die (new trait)  
2 dice  
3 dice  
4 dice  
5 dice  
6 dice

#### Requires...

5 experience dice (possibly with training)  
5 experience dice  
5 experience dice  
10 experience dice + 6 to 12 months training  
15 experience dice + extensive training  
20 experience dice + a hell of a long time

For central traits, double the time and number of experience dice required.

To increase the character's Magic Pool, spend 2 experience dice for each point.

