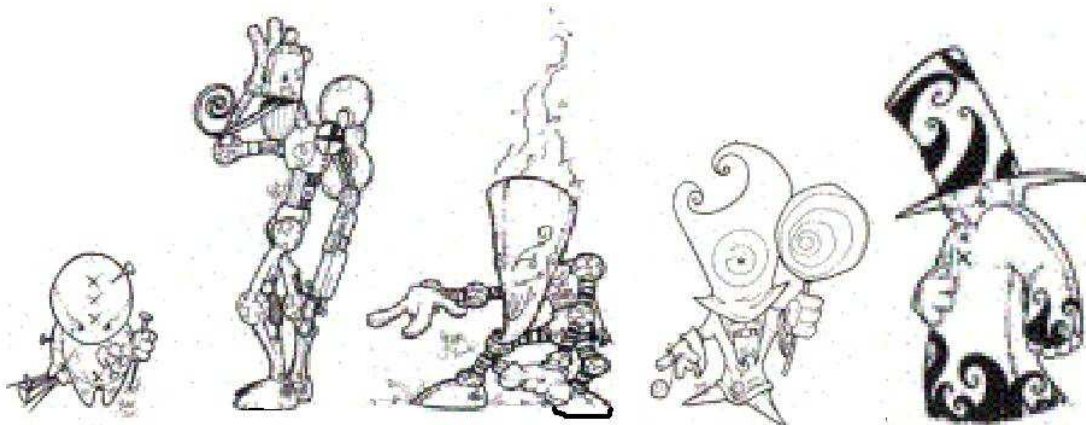


D20 War of Toy

Toys that come to life when their owner is asleep and battle supernatural threats is a common theme of many books and movies. In "The Plucker" by Brom (<http://www.theplucker.com>), a young boy is hunted by an African soul plucker while he sleeps and is defended by his toys.

D20 War of Toy is based the secret battles of toys, but it can be tailored to fit any story line featuring "living" toys. A list of potential campaigns based on works of fiction include:

- The Nutcracker (Ballet)
- The Tin Soldier (Fairie Tale)
- The Velveteine Rabbit (Short Story)
- The Adventures of Raggedy Ann and Andy (Book series)
- Winnie the Pooh (Books and Cartoons)
- Paddington Bear (Books and TV series)
- Toy Story (Pixar Movie)
- Commandos (Disney Movie)
- The Indian in the Cupboard (Book and Movie)
- Bump in the Night (TV Claymation series)
- Secret Life of Toys (Disney TV Puppet series)
- Green Army Men (Video Game series)
- Puppet Master (Horror Movie Series)
- Chucky (Horror Movie Series)



Toy Campaign:

A toy campaign works just as any other campaign. Either the D&D rules or the D20 Modern rules can be used depending on the level of technology you want available in your game. The main differences are the scale of the setting and the nature of the player

characters.

In D20 War of Toy, the player characters of the setting are ordinary toys brought to life. The love and the imagination, or "gusto", of their child owner brings them to life. When anyone is watching them they are lifeless dolls, but when their owner is asleep or absent they can speak and move about. The love and imagination of a child fills the toys with "positive energy" and gives them all the properties of living creatures. They possess all the senses and emotions of living humanoids and have all the weaknesses (pain, disease, suffocation, poisoning, starvation, etc.) of living humanoids as well. The character their owner projects onto them becomes their actual personas.



Size categories are based on "Toy Scale" rather than the standard "d20" measurements. As a rule of thumb, covert any creature or piece of equipment to "Toy Scale" by changing FEET to INCHES and POUNDS to OUNCES. A five foot by five foot square is now a five inch by five inch square. Creature speed is inches not feet and weapon and spell ranges are inches instead of feet as well. Maximum carrying capacity for a character is ounce rather than pounds. Attributes, hit points, damage inflicted, size modifiers, and all other values remain unaffected since the scale is now based on a creature 4 to 8 "inches" tall rather than 4 to 8 "feet" tall. Common animals are now giant-sized in comparison to a "Toy" PC. Kittens are lions, dogs are as big as dinosaurs, and humans are Huge, Gargantuan, and Colossal giants to them. A small basement becomes a massive dungeon, a brick wall becomes a colossal barrier, and a shoe lace becomes a handy rope.

UNCOVERED EXISTANCE

Not all living toys have to remain a secret to the humans around them. Maybe toys can be brought to life by electronics or magic (Commandoes, Nutcracker, Indian in the Cupboard). Or a few people may discover that toys are alive (Winnie the Pooh and Raggedy Anne & Andy). Or the toys may be unique form of life in the world (Puppet Master or Chucky). In a campaign where toys interact with humans, humans can be the toy's "giant" allies, monstrous foes, or dynamic god-like forces in their lives.

Possible adventure scenarios:

The toys act to defend or hide a child from a human or supernatural foe.

The toys venture into an area too small for or hidden from humans.

The toys defend a house from human thieves, vermin pests, or from destruction.

The toys search for a lost child or missing object.
The toys befriend a lonely child or rescue abused toys.
The toys go to war against humans, vermin armies, or invading toys.

SECRET EXISTANCE

A toy campaign in which living toys are a secret to their owners and other humans is also a common theme. These toys may know much or very little about human customs. The key component of adventures in this toy campaign is maintaining the secret.

Possible Adventure Scenarios:

They may act to help or protect their child/creator secretly.
Help their fellow toys or steal them away from abusive owners.
Fight with other toys covertly.
Act to preserve the secret of living toys from humans.

Toy Characters:

The origin of living toys will vary according to the type of campaign. In Plucker, the toys are invested with the spirit of their child owners. It is this spirit that grants them their life like qualities. The soul plunker removes this "positive energy" in his attack on the soul of Thomas. In other campaigns, it might be a quality all toys possess, or it might be a magic powder, or because they were placed in a magic toy box.

All living toys are filled with "positive energy". It is this energy that grants them life. All living toys which are routinely played with by the child owner are called **avored** toys. Like all living things, living toys are vulnerable to poisons, toxins, and disease. If they are wounded, they bleed positive energy. Additionally, they can be healed by spells that channel positive energy. Unlike constructs, they are not invulnerable to mental, emotional, and energy attacks. All spells that affect a standard humanoid also affect a "Toy" humanoid.

Living toys can also become filled with "negative energy". This energy turns the toy into an "Undead" creature. Toys gain negative energy in a variety of ways. A living toy that is killed can be refilled with negative energy through magic (i.e. "animate dead" spell). A living toy that is forgotten, lost, or broken by its child owner also can be filled with negative energy.

As children turn into adult, most children lose interest in toys. A toy ignored by its owner suffers the effects of aging. A toy kept on a shelf is considered "Middle-Aged". A toy kept under the bed is considered "Old". A toy stored in the attic is considered "Venerable". A living toy that dies from neglect often spontaneously acquires negative levels after death and becomes an Undead toy. Common undead templates applied to toys are skeleton, zombie, vampire, and mummy.



Toy Character (Template)

The nature of any toy is based on three components: size, composition, and stuffing. A toy is either a Large, Medium, or Small toy. A toy can be made from a wide variety of materials each with its own properties. The stuffing of the toy grants the toy special abilities according to the nature of the stuffing. This 0 level template can be used to create a PC or turn a creature into a toy version (i.e. plastic dragon, stuffed camel, etc.)

Creature Type: Humanoid (Toy)

Attributes:

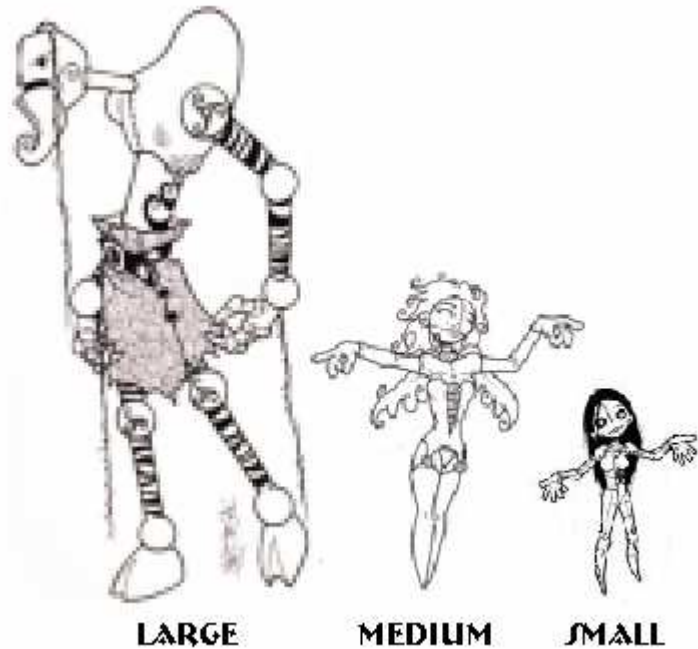
At creation, a toy can take a single -2 penalty on any one attribute for a +2 bonus to any single attribute other than Strength. A +2 bonus to STR costs a -2 penalty to any "two" other attributes.

Size: Pick One

Small: A small toy is -2 to STR in addition to any other penalties, but gains all "Small" size modifiers. Base Speed: 20"

Medium: Medium toys have no size or attribute penalties. Base Land Speed: 30"

Large: A large toy is -2 to DEX and starts with a land speed of 30" in addition to any other penalties, but gains all "Large" size modifiers, a 10" by 10" space and a 10" reach.



Composition: Pick One

Ceramic: Ceramic dolls have stiff painted faces. Ceramic dolls gain a +2 bonus to Diplomacy and Bluff skill checks.

Cloth: Cloth dolls flexible and well padded. Cloth dolls gain a +2 bonus to Tumbling and Balance.

Paper: Paper dolls have crisp edges. Paper dolls can make slashing attacks with their unarmed attacks rather than bludgeoning attacks.

Rubber: Rubber dolls have a soft, elastic flesh. Rubber Dolls gain a +2 bonus to Escape Artist and Move Silently skill checks.

Tin: Tin Dolls have a hard metallic surface. Tin dolls have a +1 AC natural armor, but take damage from "rusting" attacks. Tin dolls can make a FORT save to resist "rusting" damage.



Wax: Wax dolls are designed to look like living creatures. Their waxy faces become malleable when warmed. All wax dolls can cast *alter self* as a spell-like ability once per day at $\frac{1}{2}$ HD caster level. The spell's DC equals 12 plus any CHA modifier. Unfortunately, fire-based attacks inflict double normal damage to the wax doll.

Wood: Wood dolls naturally buoyant. Wood dolls have a Swim speed equal to one half their Land Speed (+8 to swim checks). Wood dolls can not breathe underwater unless they are also "Aquatic" (such as a wooden mermaid doll).

Stuffing: Pick One

Clockworks: Clockwork dolls have a "Locking Grasp": +10 versus being disarmed in combat. A locking and unlocking a hand is a move equivalent action.

Cotton: A doll packed with cotton is resistant to cold. Cold Resistance: Equal to Hit Dice.

Electronics: Once per day, the doll can declare it is making an "electrified" attack before rolling. If the attack hits, it gains a +1d4 electric damage on one melee touch or unarmed attack

Hollow: The hollow doll can conceal an object from visual detection. The maximum weight of the object is relative to the size of the doll: Large: 20oz, Medium: 10oz, Small: 5oz.)

Inflated: Halve falling damage.

Sand: A doll packed with sand is resistant to heat. Fire Resistance: Equal to Hit Dice.

Sawdust: A doll pack with sawdust is resistant to corrosives attacks. Acid Resistance: Equal to Hit Dice.

Solid: A solid doll no stuffing at all. Its solid composition grants "Light Fortification": 25% chance of a critical hit miss.

Springs: Add Hit Dice total to Jump checks. Ignore any height limitations to jumping range.

Strings: A string is attached to each limb allowing the doll to be controlled by a puppeteer. The doll is skilled at tying knots and escaping ropes. The doll can add its Hit Dice total to all Use Rope checks and any Escape Artist checks involving rope.

Special Abilities: Dark Vision (60in)

Favored Class: Pick a favored D&D class for each toy creation. D20 Modern does not require a favored class.

Examples of Toys

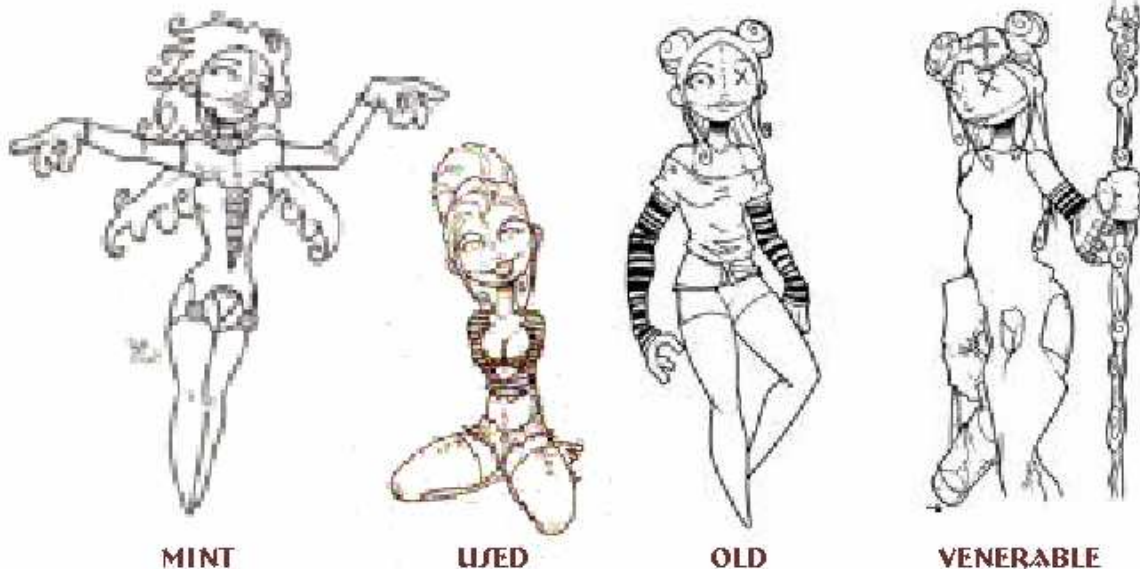
TYPE	SIZE	COMP	STUFFING	CLASS
Wind-up Toy:	Small	Tin	Clockwork	Fighter
Jack In The Box:	Medium	Rubber	Springs	Rogue
Voodoo Doll:	Medium	Cloth	Sawdust	Cleric
Origami Frog:	Small	Paper	Hollow	Sorcerer
Rag Doll:	Large	Cloth	Cotton	Barbarian
RC Robot:	Large	Ceramic	Electronics	Ranger
Tiki Idol:	Medium	Wood	Solid	Druid
Kachina Doll:	Medium	Ceramic	Sand	Paladin
Marionette:	Large	Wood	Strings	Bard

AGING

Dolls suffer wear and tear from rough play from their child owners, but the chief source of toy "aging" is neglect. A neglected toy begins to lose its strength, agility, and vitality as it loses its appeal. The only way to stave off aging is by perform great deeds which enhance the toy's reputation. The annual influx of toys (Christmas and Birthdays) gradually forces older toys out of the favor of their child owners.

Toys have four levels of aging that correspond to the aging of normal humans. The toy must make a "reputation" check after each year of use to determine its current status. Each year older the child grows, the toy hero's reputation check to ward of aging becomes more difficult.

THE FOUR STAGES OF AGING



The annual reputation check DC is five times the age of the child owner. The older the child is, the harder it is to remain a favored toy. If the toy fails her annual reputation check, the toy increases an age level. If the toy succeeds her check she can make an additional reputation check with the same DC to regain a level of lost youth. The four level of aging are Mint, Used, Old, and Venerable. Once a toy is “Mothballed” it is dead.

Mint: No penalty or bonus to physical and mental abilities

Used: -1 STR/DEX/CON, +1 INT/WIS/CHA

Old: -2 STR/DEX/CON, +1 INT/WIS/CHA

Venerable: -3 STR/DEX/CON, +1 INT/WIS/CHA

Mothballed: The toy is no longer alive, and is stored in the attic.

REPUTATION

d20 Modern characters use the reputation of their class and occupation. D&D characters have a reputation equal to their CHARISMA modifier plus 1 per five levels of character experience.

Reputation is used to determine whether a child owner still cherishes a toy player character. Those who recognize the toy hero are more likely to play with the toy hero and repair the toy hero when it breaks. A high reputation may also have a positive connotation with other toy characters who recognizes the toy hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity.

Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.



Fame and Infamy

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation

check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
The hero and target are of the same class or society	+5
The hero has some small amount of fame or notoriety	+2

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the hero can't be influenced by his or her reputation.

DEATH AND UNDEAD



Toys can die a variety of ways. If a toy is drained or bleeds out all its positive energy the toy dies. If the toy is broken, cut into pieces, or mutilated, the toy will die. Finally, if the toy is "mothballed" in the attic the toy dies.

Resurrection is possible by divine magic, so long as the toy's death was not the result of mothballing.

Dead toys can also be reanimated by negative energy. Undead toys often prey upon their former child owners as well as living toys. Skeleton, zombie, vampire, and mummy templates can be allied to any dead toy.

D&D CHARACTER CLASSES:

The appearance of a toy often signals its favored class. Toy warriors are frequently barbaric and medieval humanoids. Soldiers wear military fatigues and carry plastic rifles. Adventurers dress as musicians, ninjas, spies, and clowns. Spell Casters carry their arcane tools and divine symbols.

D&D Class Examples

Barbarian: Masters of the Universe, Cave Men, Vikings, etc.

Bard: Hula Dolls, Ballerinas, Clowns, Jesters, etc.

Cleric: Idols, Voodoo Dolls, Buddha's, Talismans, etc.

Druid: Strawberry Shortcake Dolls, Tikis, Mr. Potato Head, Trollz, etc.

Fighter: Nutcrackers, Gladiators, Robots, Tin Soldiers, Green Army Men etc.

Monk: Kung-Fu Dolls, Boxers, Wrestlers, Acrobats, etc.

Paladin: Dream Guardians, Knights, Kachinas, Lancers, Pilots, Firemen, etc.

Ranger: GI Joes, Teddy Bears, Lumberjacks, Cowboys, etc.

Rogue: Pirates, Piggy Banks, Crooks, Ninja Dolls, etc.

Sorcerer: Rainbow Brite Dolls, Sky Dancers, Brownies, Leprechauns, etc.

Wizard: Any toy with arcane tools or clothing.

Weapons and Equipment

All "Toy Scale" equipment is either a toy itself or made from common house hold goods. Modern firearms are not made in "Toy Scale" but toy versions of these weapons have the same effect as the real weapon on other toys. Matchsticks could be used as torches. Scail Mail could be crafted from buttons or pennies. Imagination is the key to invention.

D&D Weapon Conversions

Simple Weapons

Daggers= Nail, Tooth, Shard of glass, Thumbtack

Maces= Spoon, Candlestick, Wrench, Chess piece

Club/Quarterstaff= Any length of wood

Sickle= Fish Hook, Cut Coin

Morningstar= Pin Cushion, Thistle, or Cactus.

Darts/Javelins/Spears (all types)= Needles, Pins, Pencils, Pens.

Crossbows (all types)= A bent paper clip and a rubber band.

Sling= Can fire gravel (stone) or Beebe (lead).

Martial Weapons

Axe Blades= Sharpened Coins, Razors, Pizza Cutter

Hammers (all types)= Any tiny metal hammer

Kukuri= Wolf Tooth, Cat Claw, Seam Ripper

Picks (all types)= Ice pick, Screwdriver, Awl

Sap= Tape Wrapped Pipe, Rubber Hose, Weighted Sock

Shields (all types)= Poker Chip, Can Top, Domino

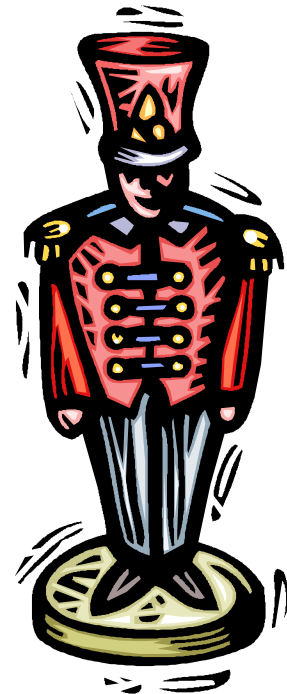
Swords (all types)= Scissor Blade, Cutlery, Letter Openers.

Flails/Chains (all types)= Key Chain, Bike Lock

Trident= Fork, Metal Prong

Pole Arms (all types)= Carpet Cutter, Utility Knife, Corkscrew.

Bows (all types)= Wood and String.



NEW EXOTIC WEAPONS:

Damage values are for a "small" and "medium" wielders. A "large" or "small" sized weapon will inflict different damage (See Weapon Size Table, pg.114 PH).

Ball, Rubber: Thrown Weapon, Non-Lethal Bludgeoning, (S) 2d4/ (M) 2d6, CRIT: x2, Range Increment: 10, Weight: 10oz/ 15oz, Special: RICOCHET

RICOCHET: The thrower can attempt to hit two targets at once. The thrower makes one attack roll at -2 AB for the difficulty of the shot. If the roll succeeds, the thrower can make an additional attack at -2 AB as if he was throwing the ball from the point of initial impact. Both targets must be selected before any attack rolls are made.

Jacks: Light One-Handed Weapons, Piercing and Bludgeoning, (S) 1d3/ (M) 1d4, CRIT: x2, Range Increment: 10, Weight: 2oz/ 3oz, Special: SCOOP UP

SCOOP UP: Proficiency with "jacks" allows a character to scoop up a fallen jack in an adjacent square as a **swift** action. A swift action is a free action that can only be taken once per round.



Marbles: Thrown Weapon, Bludgeoning, (S) 1d6, (M) 1d8, CRIT: x2, Range Increment: 10, Weight: 1oz/ 2oz, Special: FOOT THROW



FOOT THROW: Instead of inflicting damage, a wielder proficient with "marbles" can make a ranged touch attack to force an opponent to make a Balance check by throwing a marble beneath a creature's foot. The Balance DC is equal to 10+BAB of the attacker or the target falls prone.

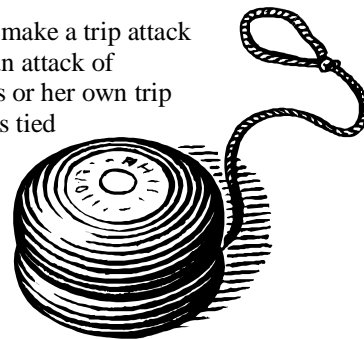
Yo-Yo: Thrown Weapon, Bludgeoning, Damage: (S) 1d2/ (M) 1d3, CRIT: x2, Range: 15 (3 squares) Max, Weight: 2oz/ 4oz, Special: Trip, Disarm (+2).

Yo-yos deal a small amount of lethal bludgeoning damage.

Although a yo-yo is attached by a string to the user, treat a yo-yo as a thrown weapon with a maximum range of 3 squares and no range penalties.

Because a yo-yo can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a yo-yo in this way. If the character is tripped during his or her own trip attempt, the character **can not** drop the yo-yo to avoid being tripped because it is tied to his hand.

When using a yo-yo, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).



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