

Role Playing for Parents

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Why RPGS are Good for Kids

[How Role Playing Games Can Give Your Kid a Mental Health Boost](#)

[10 Things Every Parent Should Know About Play](#)

[How Youth Can Build Social Emotional Skills With Table-Top Role-Playing Games](#)

[Five Reason's Why Role Play is Important for Early Years!](#)

[Role Play: Making Sense of the World](#)

Choosing Games:

There are a ton of games that are out there for kids! Searches on [Itch.io](https://itch.io) and [DriveThruRPG](https://drive-thru-rpg.com) are great ways to find either kid-friendly games or games that can be used with kids with a few modifications. [Game lists on TTRPG Kids](#) are another great place to start. There are also a ton of blogs and reviews out there in a variety of internet places.

Games Designed with Kids in Mind

- [Argyle and Crew](#)
 - The Land of Skcos is populated by soppets (sock puppets) who are able to interact with the world around them. Each soppet starts with a mouth, eyes, and two extras (wings, wand, hair, tail, etc...) and players gain extras when their group completes a goal. I ran this with a group of about 10 and all of the kids were clamoring for a second session.
 - Here's [my blog post](#) about setting up and running Argyle and Crew
- [Shadows](#)
 - Each player has two characters - one that is themselves and one that is their shadow. Each action has two outcomes one that the player would do, and one that their shadow would do (often something that is a little naughty). A d6 is assigned to both the player and the shadow. The player rolls both dice and does the action associated with the highest dice role. This was the favorite game of many of the players in my Kids RPG Club and it works well as an intro game.
- [Happy Birthday Robot](#)
 - This is more of a collaborative storytelling game than an RPG but it brings kids all into the same story and does a great job of giving all kids even decision/playing time without a GM. I worked as the scribe for this game. This is another great intro game as it gets kids invested in working together to tell a story which helps set the groundwork for good dynamics in an RPG group.
- [Penny Dragon](#)

- A GM-less game, players are tiny dragons collecting a hoard. Each player takes turns being the "terrible foe." My players really enjoyed having a chance to be the one driving the game as the terrible foe.
- [Amazing Tales](#)
 - Amazing Tales encourages you to build a story and a world with your kids and to tailor the story to their interests. This game is available as a PDF or a physical book and includes starter stories and worlds, a character creation sheet, and suggestion for role playing with kids.
- [No Thank You Evil](#)
 - No Thank You, Evil! is a tabletop game of creative make-believe, adventure, and storytelling. In No Thank You, Evil!, each player creates a character based on a couple of cool, descriptive, imagination-firing traits. The Guide (a special role often played by a parent or older sibling) presents a dilemma, and the players set off on an adventure of the imagination. This is a game that can work for kids who aren't yet able to read independently
- [Hero Kids](#)
 - Hero Kids is suggested for kids ages 4-10. This game uses only D6 dice, making it easy to get the dice you need from games you already own. Hero Kids comes with an introductory adventure and lots of pre-written adventures are available at a low cost.
- [Magical Kitties Save the Day](#)
 - You are magical kitties. You have humans. The humans have problems. Use your magical powers to solve their problems and save the day! Simple rules and a super kid-appealing theme. This game comes packaged in a box and has everything you need to get started!
- [The Cloud Dungeon](#)
 - The Cloud Dungeon is a papercraft RPG that is designed to be parent/child friendly! It's a game that let's you jump right in, very little prep or rules reading necessary, and you cut, color and craft using the book as you play.
- [Starsworn](#)
 - Starsworn is a story-telling game for all ages - a combination coloring book, choose-your-own-adventure, and role-playing game that anyone can pick up and play together to tell tall tales! It's designed to help people of all ages master the art of telling stories together - and helps kids learn how to create compelling narratives.

Hacking Games So They Work with Kids

[Tips and Tricks: How to adjust tabletop RPG mechanics \(including D&D\) for kids!](#)

- [Dust Bunnies Life Under the Couch](#). This is a great example of a game that, while not written for kids, acknowledges that it's a theme that might be a great fit for kids and includes a section about adapting it to use with kids. I adapted this game by having character creation, include making a mini (pom-poms with eyes), each kid using one d6, and making the game more physical.
- [Honey Heist](#). This one was easy to change up by removing the word "Goddamn" from the one-page and then adding a coloring sheet character-creation element.

Tips for RPGs With Kids

[TTRPG KIDS](#): This is my favorite website for anything related to Kids RPGS including game lists, reviews, and importantly blog post tips and tricks from how to deal when kids want to go murderhobo to ideas for dice alternatives.

[Introducing Kids to Table Top Roleplaying: A How-To Guide.](#)

[Top of the Table - Introducing Kid to RPGS](#)

[A Starter Guide to Roleplaying with Kids](#)