First of all.  
THANK YOU! :D for supporting us.

Ok now, just a one thing.  
The RESIZE thing.

You just need to modify the transform Scale fields (x,y,z) of each one of the objects and childs THAT HAVE particle system component. The ones that doesn't have particle system components, don't change the scale :D, ok?

For example, if you need the fxs to be two times the size, then multiply by 2 those values (the scale fields), if you need them to be half the size, multiply by 0.5 and so on :D

That's all.

HAVE FUN!