

PLAYING IN OUR PADDED PLAYGROUND!

WELCOME, LITTLE HEROES, TO THE wonderful, wild, and sometimes wobbly world of Diaper School! Getting started on your grand adventures is as easy as learning your ABCs and 123s. Grab your favorite plushie, a juice box, and let's learn how to play!

HOW TO PLAY: NAPTIME ADVENTURES!

GETTING STARTED, LITTLE SPROUT!

Before you can battle dragons (or maybe just very grumpy dust bunnies), there are a few things every Diaper School student needs:

OUR CLUBHOUSE: DISCORD!

All our games, chats, and super-secret plans happen on Discord! It's like our magical treehouse, but with more dice and fewer splinters. Make sure you've joined our server to get all the latest news and find friends for your quests! \[Link to Your Awesome Discord Server Here!\]

YOUR HERO STORYBOOK: CHARACTER SHEETS!

Every brave adventurer needs a storybook that tells everyone how amazing they are! This is your character sheet. You can make one using:

- **D&D Beyond:** It's super easy, like coloring by numbers, and helps you keep track of all your cool powers!
- **Our Special [Google Sheet Template](#):** This is another magic scroll that helps you build your hero! Both are fantastic for showing off your character!

KNOWING YOUR D&D ABCs!

We hope our little scholars have a little bit of D&D know-how – like what an Ability score is, how to be Brave in a fight, and the basics of Casting spells! If you're brand new to the big world of Dungeons & Dragons, think of it like learning how to use your building blocks before making a giant castle. Don't worry, there are lots of friendly grown-ups (Admins) and older students who are happy to help you learn the ropes!

MAKING YOUR VERY OWN HERO (WITH A ROBOT HELPER!)

Sometimes, the bestest heroes are the ones you dream up all by yourself, with sparkly powers and cool outfits

not found in the regular storybooks! This is called "homebrew," and it's like inventing your own super-duper flavor of ice cream!

If you're using homebrew bits like a special race (maybe you're a Fluffy Cloud Kitten!) or a new class (like a Crayon Knight of Justice!), our grown-up helpers (Admins) need to give it a big thumbs up first. But don't fret! Making your character sheet can be as easy as 1-2-3-4 with a friendly robot helper (that's an AI Assistant!).

1. **Gather Your Sparkles!** Collect all your notes, drawings, and ideas about your homebrew race, class, and any other special bits you want. It's like gathering all your favorite crayons and glitter before making a masterpiece!
2. **Tell the Robot Helper!** Find your favorite AI assistant (like ChatGPT, Claude, Gemini, or another one – ask a grown-up if you need help finding one!). Show it all your notes. You can copy-paste the text or even upload files if your robot helper is extra smart!
3. **The Magic Words!** Tell your robot helper this very special instruction. It's like a secret password to unlock a treasure chest of character creation!

Create a Level 5 D&D character with the provided materials. The character needs to have both the 2024 background option (which includes a feat and an Ability Score Increase - ASI) AND their normal racial ASI. Use the 27 point-buy method for ability scores, and make sure they have maximized Hit Points (HP) at every level. Please provide the character sheet in a document format if you can!

4. **Show and Tell Time!** Once your robot helper has made your character sheet (poof!), bring it to the character approval channel on our Discord. Our Admin team will take a peek, ooh and aah, and help you get ready for your big adventures! Remember to check page 7 of this handbook for general character creation rules, like "Hit Points MAXIMIZED Every Level" and "Level 5"!

PLAYING BY POST: ADVENTURES IN TEXT!

Imagine telling a super exciting story with your friends, but instead of talking out loud, you write it all down! That's "Play by Post" (or PbP for short). It's like passing secret notes in class, but with more dragons, fewer detentions, and definitely more diapers!

We use our Discord clubhouse for PbP games. Because Discord is super speedy like a race car, our stories can zoom along much faster than old-fashioned forums, which were more like slow, sleepy snails. You can post when you have a moment – maybe during snack time, after school, or before bed – and the adventure keeps unfolding, one exciting message at a time!

PLAYGROUND RULES: BEING A GOOD FRIEND!

Even in a world filled with magic, monsters, and mountains of plushies, we all need to be good friends to each other. That's what roleplay etiquette is all about! It's like sharing your toys, taking turns on the slide, and not throwing sand (unless it's magic sand, and everyone agrees it's okay!).

- **Remember the Code!** Our Student Code of Conduct (you can find it on page 10, little ones!) is super important. Being respectful, not cheating (that's a big no-no!), and making sure everyone feels safe and happy are the golden rules of Diaper School.
- **Think Before You Type!** Before you post what your hero does or says, take a tiny pause. Is your character being kind (even if they're a grumpy barbarian)? Are you helping the story be fun for *everyone*? Teamwork makes the dream work, even when you're fighting giggling goblins!
- **No Peeking! (Metagaming)** Don't use grown-up knowledge that your little hero wouldn't actually know in the game. That's called "metagaming," and it's like peeking at someone else's drawing before they shout "Ta-da!"
- **Consent is Cool!** This is a big one, especially for things like punishments or certain types of roleplay (we talk about this on page 15). Always make sure your playmates are comfy and having just as much fun as you are. If someone says "stop" or "I'm not comfortable," we listen!

MAGIC, MAYHEM, AND MIGHTY ACTIONS!

When you're roleplaying, you'll be doing all sorts of fantastically fun things! Casting super-duper spells, using amazing magical items, and taking brave actions that make everyone say "Wow!"

Waving Your Wand (Magic!): Spells are like special instructions you give to the world, using funny words, wiggly hand gestures, or even sparkly dust! When you want your hero to cast a spell, describe what they do and say. Then, you'll use Avrae (our dice-rolling robot, more on him in a jiffy!) to see if your magic works its wonders. Remember, some spells need special bits and bobs (components) – like holding a shiny crystal or a fluffy feather!

Treasures and Trinkets (Items!): You'll find all sorts of amazing treasures on your adventures! Magic swords that sing, potions that make you burp rainbows, and maybe even enchanted diapers (peek at "Da Big Diaper Chart" on page 66 for the latest in magical padding!). When you want to use an item, just say so in your post. "Barnaby the Brave drinks the bubbly blue potion!" or "Lily the Kittenfolk pulls out her +1 Nappy of Naughtiness!"

Doing Stuff (Actions in D&D!): In D&D, when it's your turn to be the star, you get to do a few things:

- **Action:** This is your main "thing" for the turn – bonking a baddie on the head, casting a BIG spell, trying to pick a tricky lock with your tiny fingers, or giving a friend a helping paw.
- **Bonus Action:** Some extra-special abilities or super-quick spells use a bonus action. It's like getting a little cherry on top of your action sundae!
- **Movement:** Wiggle, run, or zoom! Your speed tells you how far your little legs (or paws, or tentacles) can carry you.
- **Reactions:** Ooh, surprise! Sometimes, you can do something even when it's *not* your turn! Like if a naughty monster tries to run away with the cookie jar, you might get to take a swipe at them. When you describe what your character does, be clear and exciting! "Gronk the Half-Orc swings his mighty (toy) axe at the Mean Green Goblin!" or "Lily the Kittenfolk tries to sneak past the sleeping Snore-a-saurus Rex!"

AVRAE: OUR FRIENDLY DICE ROBOT!

Meet Avrae! He's a super-smart robot who lives on our Discord server and helps us roll all the dice for our games. It's like having a magic helper who always knows what numbers to pick, so you don't have to count on your fingers and toes (unless you want to!).

ROLLING WITH A CHARACTER SHEET (THE EASY PEASY WAY!):

If you've connected your D&D Beyond character sheet to Avrae (ask a grown-up helper or a friendly Admin if you need a hand with this!), rolling is as easy as pie!

- To make an attack: `!a [weapon name]` (Example: `!a longsword` or `!a fluffy pillow`)
- To make a skill check: `!c [skill name]` (Example: `!c stealth` or `!check perception`)
- To make a saving throw: `!s [ability score]` (Example: `!s dexterity` or `!save wisdom`) Avrae will peek at your sheet and roll the right dice with all your special bonuses, like magic!

ROLLING WITHOUT A CHARACTER SHEET (STILL PRETTY SIMPLE!):

If you don't have a sheet linked yet, or you just need a quick roll for something silly, you can tell Avrae *exactly* what dice to roll.

- To roll one 20-sided die (a d20): `!r 1d20` This is your basic roll for most checks when you don't have a specific bonus from your sheet, or for simple chance.
- To roll a d20 and add a bonus (like for an attack or skill if you know your bonus): `!r 1d20+5` The `+5` is just an example; replace it with whatever your character's bonus is for that roll (e.g., Strength modifier + proficiency for an attack, or your Stealth skill bonus).
- To roll with advantage (roll two d20s and take the highest – for when you're feeling extra lucky!): `!adv 1d20+5` or `!r 2d20kh1+5` “kh1” means “keep highest 1”. Advantage is great when you have a special ability or the situation favors you!
- To roll with disadvantage (roll two d20s and take the lowest – for when things are a bit tricky): `!dis 1d20+5` or `!r 2d20kl1+5` “kl1” means “keep lowest 1”. Disadvantage happens when something makes the task harder.
- To roll damage (like for a sword that does 1d8+3 damage, or a super-powered spitball): `!r 1d8+3` This rolls one 8-sided die and adds 3 (perhaps your Strength modifier).

- **Rolling multiple dice or multiple sets of dice:**

Sometimes you need to roll more than one type of damage at once, like a rogue's Sneak Attack or a paladin's Divine Smite!

- To roll your weapon damage AND extra damage (e.g., a shortsword 1d6 + Dexterity modifier of +3, AND 2d6 Sneak Attack damage): `!r 1d6+3 + 2d6` Avrae will roll both sets of dice and add them all together for a total. You can also add a note to explain what it's for: `!r 1d6+3 + 2d6 # Shortsword + Sneak Attack`
- If you want to see the rolls separately before they are added (perhaps to describe critical hit effects on each die pool), you can do two commands: `!r 1d6+3 # Shortsword damage` `!r 2d6 # Sneak Attack damage` Then you can add them up yourself or describe it in your post.
- For spells that do multiple types of damage, or multiple damage instances, you can list them too: `!r 4d6 slashing + 2d8 fire # Special Awesome Attack`
- You can also just roll multiple dice of the same type: `!r 5d10` (rolls five 10-sided dice and sums them).

BRAVE BATTLES: A LITTLE GUIDE TO BONKING BADDIES!

Oh no, a grumpy Grumble-Bear wants to steal our picnic basket! Time for a battle! Combat in D&D is like taking turns in a super-exciting game of tag, but with more bonking and fewer “you’re it!”s.

INITIATIVE (WHO GOES FIRST?):

At the very start of a fight, everyone rolls for initiative! That’s a Dexterity check.

- If your sheet is linked to Avrae: ``!init``
- Or manually: ``!r 1d20 + [your Dexterity modifier]``
The highest numbers get to go first! It’s like lining up for snacks – first come, first served (with action!).

YOUR TURN TO SHINE!

When it’s your turn, you can usually do three things: **Move**, take an **Action**, and maybe a **Bonus Action**.

- **Moving:** You can wiggle, waddle, or zoom up to your character’s speed. “Gronk charges 30 feet towards the Grumble-Bear, waving his teddy bear menacingly!”
- **Attacking (Bonk!):** To attack, you make an attack roll against the monster’s Armor Class (AC – that’s how tough their jammies are). If your roll (d20 + bonuses) is equal to or higher than their AC, you hit! Then you roll damage dice to see how much of an “ouchie” you gave them.
 - Avrae: ``!a [weapon name] at Grumble-Bear``
 - Manual: “Lily shoots her sparkly arrow! *Rolls* $15 + 6 = 21$ *to hit!* That hits the Grumble-Bear’s fluffy tummy! *Rolls* $1d6 + 3 = 7$ *damage!*“
- **Casting Spells (Wooosh!):** Some spells are for attacking (like a *Magic Missile* that goes “pew pew pew!”), some are for helping your friends (like a *Healing Word* to kiss a boo-boo better), and some do super tricky things (like making the floor slippery with *Grease!*).
 - Avrae: ``!cast [spell name] at Grumble-Bear``
 - Manual: “Pip the Penguinkin casts *Sleep*, trying to make the Grumble-Bear take an early nap!”

- **Helping Friends (The Help Action):** You can use your action to help a friend! They get advantage on their next ability check or attack roll. Teamwork makes the dream work (and makes the Grumble-Bear grumpier!).

MONSTER’S TURN (GRRRR!):

The DM (Dungeon Master – that’s the main storyteller and rule-keeper, like the Head Teacher of the adventure!) will tell you what the monsters do. They might attack you, cast grumpy spells, or try to run away with the picnic basket!

WINNING! (HOORAY!):

Keep fighting (or talking, or tricking!) until all the baddies are defeated, run away, or decide to share the picnic basket because they realize friendship is the best seasoning. Then it’s time for treasure, high-fives, and maybe a nap!

EXAMPLE SCENARIO: THE CASE OF THE CRANKY COOKIE MONSTER!

You see a big, blue, fuzzy Cookie Monster trying to eat ALL the cookies! **Player 1 (Fighter):** “I shout, ‘Hey! Those are for sharing!’ and run towards him! I try to bonk him with my rolling pin!” (Posts ``!a rolling pin at Cookie Monster``) **Player 2 (Wizard):** “I’m going to try and make the cookies float away! I cast *Mage Hand* to gently lift the cookie jar out of his reach!” (Posts ``!cast mage hand`` and describes the action) The DM will then tell you if your actions work and what the (now even crankier) Cookie Monster does next!

ROLEPLAYING TIPS: TINY THESPIAN FUN!

Roleplaying is like being the star of your very own adventure movie or cartoon! You get to decide what your hero says, thinks, and does. It's all about imagination and having fun pretending!

WORDS AND WIGGLES: BRINGING YOUR HERO TO LIFE!

- **Think Like Your Hero:** Is your hero super brave and always shouting "Huzzah!"? Or are they quiet and sneaky like a little mouse? Do they love collecting shiny buttons or telling silly jokes? When something exciting (or scary!) happens in the game, take a moment and think: "What would \[Your Character's Name\] do right now?" If a giant, fluffy bunny hops by, a brave hero might try to ride it, while a shy hero might offer it a carrot from a safe distance!
- **Use Your Words (and Funny Voices!):** Don't just say "I attack." That's like saying "I'm playing" without describing what you're doing! Try this instead: "Gronk the Brave roars, 'You won't get past me, you overgrown broccoli!' and swings his axe with all his might!" Or if your character is scared, you could write: "Lily the Kittenfolk whimpers, her ears flat against her head, 'Are... are those real teeth, Mr. Dragon, sir?'" You can even type in a funny voice if you want! (like *this* for a whisper, or **THIS** for a SHOUT!)
- **Show, Don't Just Tell (Like a Storybook!):** Instead of just saying "My character is sad," you can paint a picture with your words! "A little tear rolled down Pip's cheek as he looked at his broken toy soldier. He sniffled quietly, his bottom lip trembling." It makes the story much more interesting and helps your friends feel what your hero is feeling!

SPARKLE AND SHINE: AWESOME IDEAS FOR ACTIONS!

Sometimes the bestest adventures come from thinking outside the toy box! Here are some tips to make your roleplaying extra sparkly and fun:

- **Use Your Surroundings (The World is Your Playground!):** Is there a big, comfy chair to hide behind? A wobbly chandelier to swing from (carefully!)? A giant puddle to splash in (wheee!)? Look around the "scene" the DM describes and see what fun things your hero can use or interact with!

- **Talk to People (and Monsters, Maybe?):** Not every problem needs a bonk on the head! Try talking. Maybe that grumpy ogre is just sad because he lost his favorite teddy bear. Maybe the sneaky goblin will trade you the shiny key for a half-eaten cookie. You never know until you try! "Excuse me, Mr. Ogre, have you seen a fluffy bear around here?"
- **Be Creative with Spells and Skills (Think Outside the Box!):** Got a spell that makes pretty lights? Maybe you can use it to distract a sleepy monster while your friends sneak by! Are you really good at climbing? Maybe you can climb up the grumpy giant's leg and tickle his nose! Think about all the cool things your character sheet says you can do, and then think of silly or smart ways to use them!
- **Work as a Team (Friendship Power!):** Talk to your fellow adventurers! Plan your moves together! "Hey Gronk, if you make a loud noise over there to distract the guards, I can sneak in and get the cupcakes!" Teamwork makes the dream work, and it's way more fun than trying to eat all the cupcakes by yourself (they're better shared, anyway!).
- **Embrace Mistakes (and Funny Oopsie-Daisies!):** Sometimes, things go hilariously wrong. Your hero might trip over their own feet, say something super silly by accident, or even accidentally set their own pants on fire (oops!). Don't worry! Laugh it off and let it be part of the fun story! These "oopsie" moments often become the best memories.
- **The "Yes, and..." Game:** This is a super-duper secret of awesome storytellers! When another player says their character does something, try to build on it. If they say, "Look, a weird, wobbly, purple mushroom!", you could say, "Yes, and it smells like bubblegum and giggles! Should we poke it with a stick?" It helps keep the story rolling and makes everyone feel included!

MAKING NEW FRIENDS AND FINDING FUN SCENES!

Our Discord clubhouse isn't just for big adventures; it's also for making new friends and finding little playdates for your heroes!

LOOKING FOR SCENE CHANNELS (PLAYDATE POST-ITS!):

We have special channels called "Looking for Scene" (or LFS). Think of them like a big bulletin board where you can pin up a note saying: "My hero, Barnaby the Brave Bear, is in the Whispering Woods and feels like exploring a sparkly cave! Anyone want to join for some shiny-rock-finding?" It's a great way to start a new, smaller story with other players when the DMs are busy with big quests.

SOCIAL CHANNELS (CHATTERBOX CORNER!):

We also have channels just for chatting, sharing drawings of your awesome heroes, talking about your favorite snacks, or what funny thing your cat did today. It's a good way to get to know your fellow Diaper School students outside of the game. Making friends makes the game even more fun, like sharing a giant box of crayons!

BEING CLEAR AND KIND:

When you're looking for a scene, try to be clear about what your character is doing and what kind of adventure you're hoping for. "Pip the Penguin is at the Sunny Meadow, hoping to have a picnic and maybe chase some butterflies. Looking for 1-2 other friendly adventurers for a relaxing afternoon scene!" And always be kind and patient if someone wants to join, or if no one is free right away.

JUGGLING ADVENTURES: PLAYING IN MANY SANDBOXES!

Guess what, super-student? Your amazing hero can be in more than one story (or "scene") at the same time! It's like having playdates in different sandboxes, or being in two different cartoons at once!

THE GOLDEN RULE (NO CONFUZZLEMENTS!):

You can do this as long as the stories won't get mixed up or depend on each other in a confusing way. For example, if Barnaby finds a magic, cookie-making key in Story A, he can't suddenly use it in Story B if Story B happened *before* he found the key in Story A (unless it's time-travel cookies, which is a whole other story!). It's mostly about being fair to your friends and their time, and keeping the story sensible, like not eating dessert before dinner.

THE SUPER-IMPORTANT DUNGEON EXCEPTION!

There's one very, *very* important time when your character can only be in ONE place: when you're in an **active dungeon session!** These are special, live-action adventures run by a DM or a grown-up content-runner. It's like being on a special school field trip – you need to give your full attention to the "teacher" in charge and the friends you're with on that trip. Hopping into another scene then would be like trying to be in two classrooms at the exact same time – super confusing for everyone, and not very polite to the teacher who's trying to show you the amazing dragon's lair! So, during active, scheduled dungeons, your hero is 100% focused on *that* adventure. No sneaky side-scenes!

ADVANCED TIPS: BIG KID BRAIN BOOSTERS!

Ready to become a Diaper School Deluxe Detective or a Padded Pro Player? These advanced tips are for little heroes who want to add some extra sparkle and strategy to their game!

AVRAE POWER-UPS: MAKING YOUR ROLLS EXTRA AWESOME!

You've learned the basics of Avrae, our friendly dice robot. Now let's teach him some new tricks!

FLAVOR TEXT FUN (MAKING IT SOUND COOL!):

Want your dice rolls to sound as epic as your hero's actions? You can add "flavor text" to your Avrae commands! After your normal command (like `!a longsword`), type a `#` symbol, and then write your awesome description.

- Example: `!a greatstaff at Ogre # Barnaby the Brave Bear whacks the ogre on the noggin with his ouchie stick!`
- Example: `!cast magic missile at Naughty Imp # Lily the Kittenfolk giggles as three sparkly darts of pure ow-the-pain shoot from her fingertips!` This doesn't change the roll, but it makes it way more fun to read!

MANAGING ACTIONS (FOR SUPER BUSY HEROES!):

When the action gets fast and furious, here's how to keep Avrae in the loop:

- **Attacking Multiple Times:** If your hero is a super-fighter and gets more than one attack, Avrae can sometimes handle it if your D&D Beyond sheet is set up just right. If not, you might type: `!a shortsword at Goblin 1 # My first poke!` `!a shortsword at Goblin 1 # And another poke for good measure!`
- **Bonus Actions & Reactions:** Don't forget to tell Avrae (and everyone else) when you're using these special actions!
 - Bonus Action: "Bonus Action: `!cast healing word on Pip # Pip, get up, you silly goose! Don't nap during a dragon fight!`"
 - Reaction: "The goblin tries to run away with my crayons! I take an attack of opportunity! `!a dagger at Goblin # Not so fast, greenie!`"

TRACKING YOUR SPARKLES (SPELL SLOTS, HP, ETC.):

Avrae is a super helper for keeping track of your important numbers, especially if your D&D Beyond sheet is linked!

- Using Features: `!use [feature name]` (Example: `!use Second Wind` or `!use Action Surge`)
- Casting Spells with Specific Slots: `!cast [spell name] -l [level]` (Example: `!cast fireball -l 3` to cast it using a 3rd level spell slot). This helps Avrae mark off the right one!
- Hit Points (HP):
 - To heal: `!hp +10`
 - To take damage: `!hp -5`
 - For temporary HP: `!thp +8`
- Custom Counters (Cookie Count!): You can ask Avrae to remember how many of almost anything you have! Like rages for your barbarian, Channel Divinity for your cleric, or even how many emergency cookies you have stashed in your diaper bag!
 - `!cc create "Emergency Cookies" -max 3 -reset long` (This creates a counter called "Emergency Cookies", you can have a maximum of 3, and it refills after a long rest).
 - To use one: `!cc -"Emergency Cookies"`
 - To add one (if you find more!): `!cc +"Emergency Cookies"`
 - To see all your counters: `!counter` or `!cc`

GSHEET GENIUS: TIPS FOR OUR SPECIAL SCROLL!

Our Google Sheet character keeper is like a super-organized toy box for all your hero's information! Here are some tips to become a Gsheet Guru:

- **Automation Magic:** Many parts of the sheet are like little elves that do work for you! They calculate your skill bonuses, how much your hero can carry without getting tired, and other important numbers. Just fill in your base ability scores and what your hero is good at (proficiencies), and watch the magic happen!
- **Backpack Check (Inventory Tabs):** Keep your adventurer's backpack tidy! Use the inventory tabs to list all your cool gear – from potions that make you hiccup to plushies that give good advice. It's helpful to note down where you found them or how many gold shinies they cost.
- **Spellbook Secrets (For Magic Users):** If your hero is a super-speller, the spellbook tab is your best friend! List all the spells you know, what they do (a little note for yourself!), and how many spell slots you have for each level. Some fancy versions might even help you track which spells you have prepared for the day!
- **All About Me (Notes & Backstory):** There's usually a special spot for your character's amazing backstory (how did they become so brave?), their personality (are they giggly or grumpy?), and important notes (like who owes them a cookie, or the secret password to the pillow fort). Filling this in helps you remember all the cool things about your hero and helps the DM make the story even more special for you!
- **Sharing is Caring (With the DM!):** If your DM likes to use the Gsheet too, make sure they have "view" or "comment" access. This way, they can see your hero's stats, help you if you get stuck, and maybe even magically update your sheet with new treasures you find!

AI ASSISTANTS: YOUR SUPER-SMART SIDEKICKS!

Those friendly robot helpers (AI Assistants) we talked about for making characters? They can do even MORE cool stuff for big-kid adventurers who want to explore every nook and cranny of Diaper School!

SUPER-CHARGED CHARACTER CREATION (PERSONALITY PLUS!):

Want a hero with a really specific personality, a super-detailed backstory that fits perfectly into our Diaper School world, or help picking the coolest abilities? You can tell your AI helper all about it!

- **Example Prompt Tweak:** Let's say you're making that Level 5 character. You could add: "...create a Level 5 character... who is a shy but incredibly brave Kittenfolk from the Whispering Woods. They absolutely love collecting shiny buttons and dream of becoming the best cookie baker in the entire Academy. Please make sure their skills, background, and starting feat reflect this personality and these goals. The character sheet still needs to be usable as a student enrollment application for the Combat Academy Regulation Handbook setting." You can ask the AI to help you choose feats that match your character concept ("What's a good feat for a Kittenfolk who wants to be sneaky but also good at baking?"). You can even ask it to help you write a little story about how your hero got their special powers or why they decided to come to Diaper School!

SOLO ADVENTURES & COMBAT PRACTICE (BE YOUR OWN DM!):

Want to practice your awesome fighting moves or go on a little adventure by yourself when the DMs are busy planning big parties (or taking naps)? Your AI can be your personal Dungeon Master for mini-quests!

- **Running the Baddies:** You can give the AI the stats for a monster (like those in our very own handbook, starting on page 15!). Then, you can tell it: "You are this Darkling Slurper. I am Gronk the Fighter, and I just entered its dark, slimy cave. It's your turn, Mr. Slurper. What do you do?" The AI can describe the monster's actions and even make dice rolls for it if you ask nicely ("Please roll an attack for the Darkling Slurper against my AC of 16!").

GRID MARKING & IMAGE RECOGNITION (SUPER-DUPER ADVANCED!):

This is like super-secret, next-level stuff, but some AI helpers are getting so smart they can even look at pictures! If you're playing on a virtual tabletop (like Roll20) or even just drawing a map on a piece of paper,

you *might* be able to show the AI a picture of the battlefield.

- You could try saying: "Here's the map of the playground. My hero (H) is by the swings. The Naughty Nannybot (M1) is by the slide. The Nannybot moves towards me and tries to put me in a time-out. Can you show me on the grid where it might move?" (This is very new technology, like a brand-new toy, so it might not always work perfectly, but it's super fun to experiment with!)
- You could even try showing it a picture of a monster from our handbook and ask, "What are this Darkforme Enforcer's special abilities, and what's its favorite snack?" (It might not know the snack part, but it's worth a try!)

STORY SPARKS & IDEA HELPERS:

Stuck for what your character should do next in a quiet moment? Or want some ideas for a personal quest? Ask your AI! "My hero, Pip the Penguin, is in the Glimmering Forest and just found a mysterious, glowing mushroom that hums a little song. Give me three fun and slightly silly ideas for what could happen next if Pip decides to eat it/poke it/sing back to it."

Remember, little heroes, the most important rule is to have FUN and be kind to your fellow adventurers! Now go forth and have some amazing Diaper School adventures!