

NAME

LOOK

First Name: Kik'ik, Took, Chuck, Itzee, Mart, Chacka, Tu'ki, Kato, Byroon, Merker
Clan Name: Red-Fang, Dark-Blade, Crack-Stone, Break-Back, Water-Coin
Given Name (The...): Sneaky, Brave, Traveler, Keeper, Protector, Old, UnDying, SoftJaw

Shifty Eyes, Kind Eyes, Sad Eyes
 Ragged Clothes, Stolen Clothes, or Uniform
 Frail Body, Scarred Body, or Metallic Scales

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  **ARMOR**  **HP**  CURRENT MAX YOUR MAX HP IS 7+CONSTITUTION

DRIVE

- WEALTH**
Flaunt your riches in the face of your detractors.
- ACCEPTANCE**
Be accepted by a person or group.
- POWER**
Make someone owe you a favor

STARTING MOVES

- JURY-RIG (INT)**
When you quickly fix, repurpose, or fabricate a device on the spot, describe what you're doing with it and roll +INT. On a 10+, it will work just as you planned. On a 7-9 choose one:
 - It'll, work, but not for long or It's flimsy and you won't get much out of it
 - It'll work, but there's a weird quirk or complication that you won't find out about till it activates.

BACKGROUND

- MINER**
You have a connection to the earth. Gain the advanced move *Tastes Like Profit*.
- BANDIT**
You hit em' where it counts. Your weapons gain the precise or messy tag.
- SERVANT**
Your master, be it man or beast, is powerful. When using your master as leverage take a +1 forward

THE MAN ALWAYS KEEPING US DOWN

As long as someone underestimates you because of your race or size, take +1 against them.

ADAPTED FOR SURVIVAL

Kobolds have an enhanced sense of smell and never forget a scent. Their not-so selective diet has also given them strong stomachs. Kobolds can eat anything, they suffer no ill effects from ingested poisons; likewise they gain no benefits from ingested potions. When you **ingest a potion or poison, you do not need to consume a ration for the day.**

SECRET KOBOLD FAIR FIGHTING TECHNIQUES

When you **roll a 10+ on a hack and slash, and choose to expose yourself to your enemy's attack**, pick one:

- Sucker Punch- Deal +1d6 damage
- Teary Eyed- Blind/Deafen them, or similarly disorientate them
- You Hold It- You may take/give something to/from your opponent.
- Sticks and Stones- Taunt them, making them focus on you.
- Tied Laces- You go for the lower regions and make their movement more difficult.

BONDS

Fill in the names of your companions in at least one:

- _____ thinks less of kobolds, I'll show him!
- _____ knows nothing of any real hardship.
- I suspect _____ knows a secret that would ruin me if others found out.
- _____ is also one of the downtrodden.

THE KOBOLD

LEVEL
 XP

GEAR

Your load is 9+STR. Dungeon Rations (5 uses, 1 weight) and adventuring gear (3 uses, 1 weight)

Choose your escape plan:

- Pocket gravel (thrown, close, 0 weight)
- Rope (25ft.) and grappling hook (1 weight)

Choose 2 Problem Solvers:

- Heavy pickaxe (close, messy, forceful, 3 weight)
- Steel dagger (Hand, precise, 1 weight)
- A bundle of dynamite (dangerous, messy, forceful, loud, 2 weight)
- Small crossbow (near, +1 damage, reload, 3 weight) and a bundle of bolts (3 ammo, 1weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

BAD BREATH

You may unleash the weapon of your dragon, a breath attack that deals 1d10 damage, but it leaves you exhausted and gives you a sore throat. You won't be doing it again until you get a drink and some rest.

TASTES LIKE PROFIT

You know how to identify and appraise metal objects, **when you have a few moments with a metal object** roll 2d6+Int **On a 10+** Ask the GM 2 questions from the list **On a 7-9** choose 1

- What group, race, or notable individual created the item?
- What is its intended purpose?
- What is it worth me?

AIN'T GON' BE NO SQUEELIN'

When you **attack a surprised or defenseless creature** deal +1d4 damage

YOU TAKE NO CANDLE

When you **see a treasure or item which you desire**, you may declare it to be the object of your greed. When you **act directly to secure the object of your greed for yourself**, take +1. You cannot gain this bonus for a different item until you have acquired the object of your greed or it becomes unattainable.

DO YOU HEAR THE PEOPLE SING?

Downtrodden peoples, if not already aggressive, will always treat you with kindness or respect, unless given a reason not to, but may come to you seeking help.

RUGGED DWELLING

You have a strong sense of self-preservation. You can always find a nook or cranny to hide in. As long as you do not move while hidden no one will spot you.

THE STEREOTYPE

Gain a move from the Thief or Bard playbooks.

PLAYING POSSUM

Add the following option to *Secret Kobold Fair Fighting Techniques*.

- Play Dead- You make yourself no longer seem like a threat to your opponent

IRON SCALES

You have tough skin, +1 armor

MASTER OF THE ELEMENTS

Name the Element of your Dragon, You cannot be harmed by it.

Element: _____

Choose your travel supplies

- Bandages (3 uses, slow, 0 weight) A map of the local area.
- A Sickly Donkey and saddle, (load 12) name the donkey
- A bag of rats (loud, ration, 1 weight)

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

LIGHTS OUT

Replaces: Ain't Gon' Be No Squeelin'

When you **attack a surprised or defenseless creature** deal +1d6 damage

FOR THE WARREN!

You can easily hire up to 1+Cha Kobold warriors, burglars, or mistrals, without trouble, from any place with a kobold community. When you **find the hirelings** they begin with +1 loyalty, and the cost: seek glory for the Kobold people.

OCULAR PAT-DOWN

Add the following option to *Secret Kobold Fair Fighting Techniques*.

- The Glare- You learn something about your opponent's true nature. The GM will tell you what you have learned

MECHA-KOBOLD

Replaces: Iron Scales

Remove the clumsy tag on all armors

SWARM!

When **another player, who you share a bond with, successfully attacks something that has not damaged you**, you may assist them and add 1d4 to their attack.

NEED A HAND?

Your tail is prehensile and can grab onto things and wield weapons almost as well as your hands.

THE UNDERDOG

Whenever **you are at less than half health**, take a +1 forward and gain +1 armor against the last thing to hurt you.

GREATER DRAGON MAGICKS

You gain the spell casting moves from the Wizard playbook. You may now cast spells like a wizard of your current level-1.

HIGH AS A KITE

You grow leathery dragon wings. You can fly, but not all that well. **While flying gain the awkward tag.**

OPPORTUNISTIC WARRIOR

You may use *Secret Kobold Fair Fighting Techniques* on a 7-9 but take +1d4 damage.