

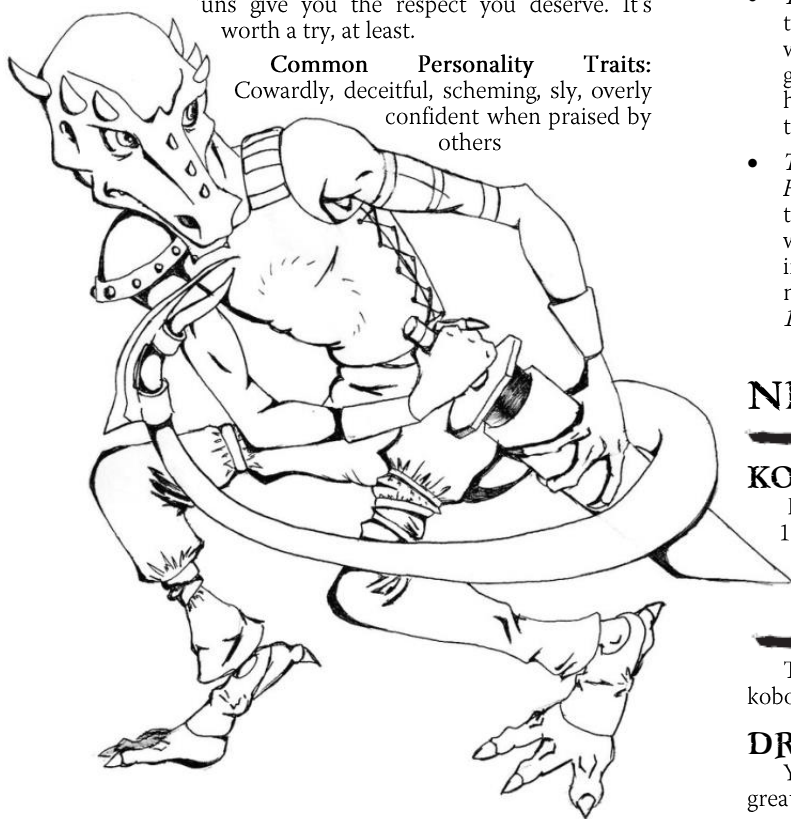
KOBOLD

You are a kobold, a two to two-and-a-half foot tall reptilian humanoid. Your people are known for a number of things – expert miners, cowardly but cunning ambushers, and being some of the finest trapmakers in existence, for that is your people’s preferred method of protecting yourselves from the other, larger races that would do you harm or encroach on your territory.

Physically, your body is thin, with spindly limbs and a tail that, while thin and flexible, isn’t prehensile. Your head has been described by many as “dog-like”, but that is mainly due to the silhouette that it casts thanks to small horns on either side of the brow which project the appearance of canine ears. You, however, insist it bears a more than passing resemblance to a dragon’s features. Your scaled hide is most likely a rusty brown or maroon, but those of your kind that exhibit a much touted kinship with dragons have hides that match one of the dragon types’ exactly. Kobold voices are high pitched and “yippy” sounding, something else that has perpetuated the “scaly dog-man” stereotype. Unlike any canines, however, your sensitive red eyes practically glow when light hits them, allowing you vision in the darkest of places, but causing you to involuntarily shun the brighter world.

And that’s fine with you. Deep in the earth, digging out ore and gems, riddling your homes with tricks and traps for those who would come to steal from you... that is where you are happiest. Life, though, is rough for the kobold enclaves. You might now be the sole survivor of your home warren, or cast out by inter-clan politics that you never even knew was a threat. No matter, you can still eke out a life elsewhere, maybe make the big ‘uns give you the respect you deserve. It’s worth a try, at least.

Common Personality Traits:
Cowardly, deceitful, scheming, sly, overly confident when praised by others



Common Physical Traits: Hunched, lanky, quick, scaly, unobtrusive

Example Names: Barkord, Gwir, Keiter, Neeral, Zornesk.

Splinter Race Feats: Draco-scaled (dragon-kin kobold), Tsrok-scaled (dog-headed kobold), and Urd-scaled (winged kobold). Unless you choose one of these, you’re a ‘common kobold’.

Type: Tiny biped folk with a Reach of 1 (see *Fantasy Craft*, page 227). Your maximum wounds equal your Constitution score x 1/2 (rounded up).

- **Attributes:** +4 Dexterity, –2 Wisdom, –2 Charisma
- **Base Speed:** 30 ft.
- **Cold Blooded:** You require only 1 common meal per day but suffer 1 additional damage per die from cold and are sickened for a number of rounds equal to 1/2 any cold damage taken (rounded down). If you suffer continuous cold damage - such as from the environment - you are sickened until you escape the source of the damage.
- **Darkvision II:** You gain the *Darkvision II* NPC quality.
- **Light Sensitive:** Each time you enter a more brightly lit area, you suffer 20 points of flash damage (see *Fantasy Craft*, page 210).
- **Pick on the Big Guy:** You gain the Pick on the Big Guy trick (see *Adventure Companion*, page 140).
- **Reviled:** The disposition of non-Kobolds decrease by 10.
- **Skirmishing:** If you are wearing no armor or partial armor, your base defense increases by 2.
- **Thick Hide 1:** You are considered to be wearing partial armor that provides Damage Reduction 1. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).
- **Trapmaster:** You receive a 20% discount on Traps (see *Fantasy Craft*, page 160) that you craft or purchase. Also, you treat your traps that you carry as weighing half the standard weight (until you set them up) and the DC to avoid your traps increases by the adventure’s Menace. Finally, you may use nets (See *Table 4.21: Hurling Weapons*, *Fantasy Craft*, page 181) as if they were T/2h weapons at no penalty.

NEW ROGUE TEMPLATE

KOBOLD (+4 XP)

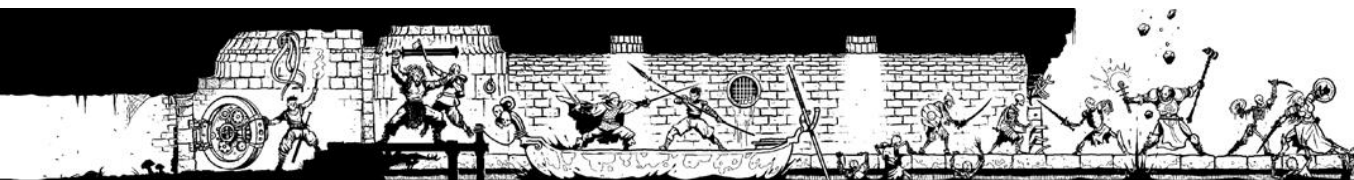
Benefit: The NPC’s Size drops to Tiny, Defense increases by 1 grade, Dexterity rises by 2, and gains the *Darkvision II* and *Light Sensitive* NPC qualities.

NEW SPECIES FEATS

The following new Species feats expand the abilities of kobolds in any campaign containing them as a character option.

DRACO-SCALED

Your hide and horns match the color and pattern of one of the great dragon species. Your hide even grows resistance to their



WINGLING (LTI) (SPECIES)



breath weapon.

Prerequisites: Kobold, Level 1 Only

Benefit: Your Charisma rises by 1. Also, choose a damage type: acid, cold, electrical, fire, flash, force, sonic, or stress. You gain Resistance 3 to the chosen damage type. Finally, once, when you level, you may choose to grow larger by 1 size category (typically to Small)

DRACO-TAILED

Your confidence and bearing grow to match that of the true dragon blooded.

Prerequisites: Draco-scaled

Benefit: Your Charisma rises by 1 (for a total of 2). Also, your Resistance gained from Draco-scaled rises to 6. Finally, you may take the Draconic Heritage and Draconic Legacy feats ignoring their Level 1 only and species Prerequisites at any time in the future when you would gain a feat from your Career Level,

TSROK-SCALED

Thanks to your larger scales, blunted snout and more prominent horns on your head you really do look like a scaly dog-man.

Prerequisites: Kobold, Level 1 Only

Benefit: Your Thick Hide increases by 1, and you gain the Bite I natural attack. Also, you gain the *Light Sleeper* NPC ability.

TSROK-TAILED

As you age your hide grows thicker, your horns grow larger, and you become more cunning.

Prerequisites: Tsrok-scaled

Benefit: Your Thick Hide increases by an additional 1 (total increase of 2). Also, you gain the Gore I natural attack with the Armor-Piercing (AP 2) upgrade. Finally, you treat your Species feats as Basic Combat Feats for your Pick on the Big Guy trick.

URD-SCALED

A pair of dragon-like wings on your back allow you to glide about, much to the envy of your grounded kin.

Prerequisites: Kobold, Level 1 Only

Benefit: You suffer no damage from falling so long as you aren't paralyzed, unconscious, or dying. Also, when you make a running horizontal jump, the distance you travel is doubled and is no longer limited by your height (see *Fantasy Craft*, page 69). You lose these abilities if you wear moderate or heavy armor. Finally, once, when you level, you may choose to grow larger by 1 size category (typically to Small)

URD-TAILED

Glide? Now you can soar!

Prerequisites: Urd-scaled

Benefit: You gain winged flight 40 ft. (see *Fantasy Craft*, page 227).

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages

184-186) – namely that of a racial construction/craftsmanship upgrade for the kobold race.

KOBOLD CONCERNS

“Why are they size Tiny instead of Small?”

Well, there are a few reasons. In various RPGs, Kobolds are placed in the 2' to 2.5' range. I feel that, along with their svelte reptilian builds, this merits a drop from Small to Tiny. The other primary reason is the fact that you're playing *Fantasy Craft*. A smaller size doesn't give a combat Strength or Damage output drop, so a size drop to Tiny isn't as huge a problem in this system as it is in other D20 derivatives. In fact, it opens up all new options and abilities to kobolds. A kobold's Giant Slayer B/M/S chain works on medium sized characters, for instance. Take that, average guy! Finally, there isn't a Tiny sized PC race... but now there is. The fact that they fit there really well is a great boon, too. Kobolds have always had an inferiority complex and are forever being picked on or pressed into service by other “evil” races. Now that even goblins have a size category on them, kobolds really are the whipping boys that everybody looks down on and abuses. And that is one of the main things that define the kobold mindset. Being bullied, and making the bullies pay for that.

If the Tiny size really is a problem for you, increase the size to Small and lose the Pick on the Big Guy trick. That balances the species build back out points-wise, but it also nerfs a lot of the race's oomph. Tinker at you own peril.

“What about weapons?”

In *Fantasy Craft*, a character with hands (like all folk) can use any weapon of his size or smaller. That means all Tiny weapons are useable by kobolds. Though this list is limited, it is not narrow, with Blunt, Edged, Hurlled, Bow and even Black Powder represented.

Blunt: Barwhip, Buckler, Bullwhip, Chain Flail, Jitte/sai, Mace, Mallet, Nunchaku, Sap, Tonfa, and Scourge

Edged: Dagger, Fan blade, Hand claw, Hatchet, Hook, Long knife/kukri, Machete, Main gauche, Punch dagger, Razor, Sickle/kama, Stiletto, and Short sword

Hurlled: Bomb, Chakram, Concussion bomb, Dart, Flash bomb, Greek fire, Lasso, Shuriken, Sling, Small rock, and Throwing knife

Bow: Hand bow, Hand crossbow

Black Powder: Boarding pistol, Dueling pistol, Military pistol, Pocket pistol



Table 4.18 (New Addition): Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Kobold	—	Natural Attack Resistance 2	—	—	—	—	—	+5	—	Primitive	+100%

Table 4.25 (New Addition): Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Kobold	Ignores Monstrous Defense	—	+5	—	Primitive	+200%

ARMOR UPGRADE DESCRIPTIONS

Kobold: Kobolds live a hard scrabble life, and their armor designs are made to deflect claws and make sure that snapping jaws can't find purchase.

WEAPON UPGRADE DESCRIPTIONS

Kobold: kobold weapons are crude but always capable of finding a weak point.

NEW MASTER CLASSES

There is one new master class that accompanies the addition of Kobolds as a playable race to a campaign, the Legendary Kobold.

LEGENDARY KOBOLD (MASTER)

Kobolds, from the time that they are pups, aspire to be admired for their skill and prowess. Unfortunately, the survival rate for kobolds to reach such lofty heights in low indeed. Those that do, however, are experts at tactics, traps, and using their natural size advantages to the utmost. There always seems to be a small group of eager kobolds nearby to assist in various tasks that crop up – though they tend to scatter when truly frightful opponents appear. However, they fight like a well-oiled machine when a fabled master ambush is successfully enacted. Even the big'uns give the respect deserved to the Legendary Kobold. It's only right, after all.

Depending on your campaign, a Legendary Kobold could be...

- A warren chief who excels at his most important task – defending his clan's warrens
- An underground guide whose campsites are veritable fortresses in the dark tunnels he knows like the back of his hand
- A bold scavenger who leads his lesser brethren in daring raids against ancestral enemies
- An enterprising exile who has thrown his lot in with a party of big'un adventurers, and has a fan club of young pups that dog his trail
- A hunter of things that go bump in the night, using himself and his apprentice hunters as bait for the deathtrap that is his hallmark

Party Role: Wildcard. You got to where you are by fighting the smart fight, and using your tactical skills to enhance other around you. On the other hand, your quick fingers and race's tireless work ethic are just as good at disarming traps and picking locks as they are at setting up those same traps to your benefit later.



CLASS FEATURES

Requirements: Dexterity 15+, Prestidigitation 6+, Giant Slayer Basics, Giant Slayer Mastery,

Favored Attributes: Dexterity, Strength, Wisdom

Class Skills: Athletics, Crafting, Intimidate, Notice, Prestidigitation, Sneak, Survival, Tactics

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Kobold class skills for you.

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Kobold Epitome: You display many of the most renowned traits of your kind. At Level 1, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, next page). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 Covert feat.

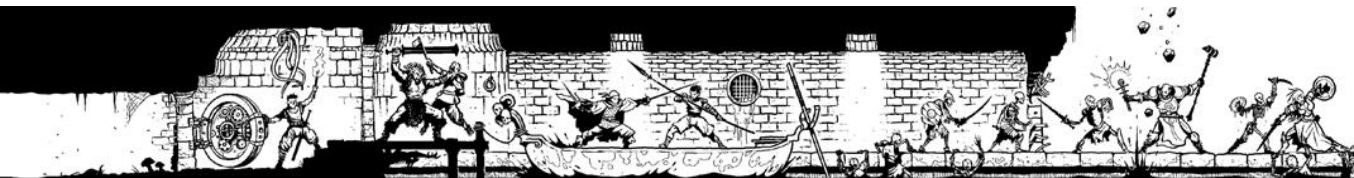




Table X.X: Legendary Kobold

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+1	+2	+0	+1	+2	+0	+0	Kobold epitome, scaly cohort
2	+2	+2	+3	+0	+1	+3	+0	+1	Fast traps are best traps
3	+3	+2	+3	+1	+2	+4	+1	+1	Bring down the big'uns
4	+4	+2	+4	+1	+2	+5	+1	+1	Battle planning I, scaly horde
5	+5	+3	+4	+1	+3	+5	+1	+1	Make tucker proud

Scaly Cohort: At Level 1, you gain the Followers feat, with the NPC group consisting of Goons (see *Fantasy Craft*, page 246) with the Kobold rogue template. Their numbers are determined using your Dexterity modifier instead of your Charisma modifier. You may take the followers feat an additional time as character options allow, using its normal text.

Fast Traps Are Best Traps: At Level 2, you can setup and arm a trap in 1 minute (see *Fantasy Craft*, page 160). Also, the DC to avoid your traps increased by your Class Level.

Bring Down The Big'uns: At Level 3, you gain the Giant Slayer Mastery feat. Also, you may apply the *Slice the Tendon* trick to character a number of times equal to its number of legs.

Battle Planning I: At Level 4, you gain 2 of the following battle plans. You may begin each combat with 1 battle plan already in effect and may enact a new one as a full action. Each plan's benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

- *Crush Them!:* Melee and unarmed attack checks
- *Fire at Will!:* Ranged attack checks
- *Guard Yourselves!:* Defense
- *I Want Them Alive!:* Subdual damage rolls
- *No Prisoners!:* Lethal damage rolls
- *Press On!:* Base Speed (morale bonus × 5 ft.)
- *Stand Fast!:* Vitality (morale bonus × target's Career Level)
- *Steady Now!:* Saves

Scaly Horde: At level 4, you gain the More Followers feat for your Scaly Cohort, they gain Tough I, and you take no Reputation loss for their deaths or dismissal. If you have taken the Followers feat an additional time, you may take the More Followers feat an additional time as well as character options allow, using its normal text.

Make Tucker Proud: At level 5, once per session as a free action, you may unleash your "Master Ambush" during a combat. You may immediately make an Ambush check as a free action, and all your allies within close quarters of you gain +1 attack and +1 damage against opponents at least 1 size category larger than them. Also, you gain the Coordinated Attack, Coordinated Move, and Coordinated Strike feats as temporary feats until the end of the combat. If you target only followers gained from your Scaly Cohort ability with this feat chain's benefit you may direct up to your starting action dice worth of them (instead of 2 teammates) during this master ambush's combat.

BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the Swan Nation feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the "Level 1 only" prerequisite when taking a Species feat, which can result in physical transformation after a character's been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained "off screen," which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

NPC CLASS ABILITIES

The following new class abilities from the Legendary Kobold master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Battle Planning	2 per grade
Bring Down the Big'uns	4
Fast Traps are Best Traps	2
Make Tucker Proud	10

Race, Species feats, Craftsmanship, and Master Class design by Big Jim with help from the Crafty Forum-ites.

Art by true darkmoon and pachycrocuta of deviantART.

