

The Original Beer and Pretzels Role-Playing Game!

KOBOLDS ATE MY BABY!

THIRD
EDITION

CONVERSION PAMPHLET!



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The following rules are intended to help Mayor's convert adventures from "Classic" **Kobolds Ate My Baby!** to **Kobolds Ate My Baby!** Third Edition (KAMB 3E). Though it is possible to convert a Kobold generated under the "Classic" **Kobolds Ate My Baby!** rules to Third Edition, using these same rules, we at 9th Level Games don't recommend it. The resulting Kobold would be so awesomely powerful as to completely unbalance the game.¹ In the spirit of fairness we have included a special section on the conversion of Kobolds at the end of this document.

The majority of an adventure (what the Kobolds see and what they can do) remains the same. To make an adventure Third Edition compliant you simply need to adjust critters stats and skills to their Third Edition equivalents and make sure any items or effects that are generated in the adventure apply to the appropriate STAT (where applicable).

Attribute Conversion²:

The following formulae are used to convert the "Classic" attributes to the Third Edition stats.

BRAWN = Strength + Combat - e (KAMB 3E, Page 3)

EGO = Intelligence + 7/3 (KAMB 3E, Page 3)

EXTRANEIOUS = [(Speed*2.1)/-.6] (KAMB 3E, Page 3)

REFLEXES = Agility + Dexterity - (? -1) (KAMB 3E, Page 3)

HITS are equal to BRAWN

MOVE Consult the Handy Chart™ referencing your EXTRANEIOUS. The Result is your Move. (KAMB3E, Page 14)

COMBAT DICE (CD) Consult the Handy Chart™ referencing your REFLEXES. The Result is your Combat Dice. (KAMB3E, Page 15)

PSYONIC POTENTIAL (PP) Consult the Handy Chart™ referencing your EGO STAT and double the result. Add to that the number of letters in the Kobolds name divided by the number of letters in the Players Name. (UNLESS the Kobolds name has only four letters and then simply add 1.275.) If at this point you have a fraction please round it up. OK here's where it gets tricky! If you bought your copy of **Kobolds Ate My Baby!** Third Edition in an even-numbered month add 1. If you bought it on an odd-numbered day subtract 1. If you haven't bought a copy yet multiply your answer by i and stop wasting your time trying to compute a STAT that doesn't exist (yet) and go buy a copy! It's not like it's expensive.

HANDY CHART™	
STAT	RESULT
0-5	1
6-9	2
10-14	3
15-18	4
19-22	5
23+	6

Effect / Item Conversion

Unless a trait or item effects an attribute it probably won't require any work to convert it into Third Edition. If it causes damage in "Classic" **Kobolds Ate My Baby!** it causes the same amount of damage in Third Edition. However if the effect or item happens to modify an attribute simply apply the modification to the corresponding Third Edition STAT. Use the following matrix to determine which STAT is now effected by the trait or item.

"Classic" Attribute	3E STAT	"Classic" Attribute	3E STAT
Strength	BRAWN	Combat	BRAWN
Dexterity	REFLEXES	Speed	EXTRANEIOUS
Agility	REFLEXES	Intelligence	EGO

Skill Conversion:

Converting skill is easy. Just find the "Classic" skill in question on the following list, look to the right and BINGO there is the Third Edition equivalent. (KAMB 3E, Pages 4-5)

"Classic" Kobolds Ate

My Baby! Skills

Balance
Climb
Cooking
Dodge
Duelist
Fast
Hide
Lackey
Lifting
Pick Locks
Powerful
Reflexes
Set Trap
Stealth
Throw
Tumbling



Kobolds Ate My

Baby! 3E Skill

ATHELETE
SPELUNK
COOK
COWER
DUELIST
FAST
HIDE
LACKEY
LIFT
BASH



NONE (+1 DAM to all Attacks)
FAST or ATHELETE Mayor's Choice
TRAPS
SNEAK
THROW
ATHELETE

"Classic" More Things to Kill and Eat Skills

Bash
Cleric
Disarm Traps
Leaping
Shoot
Spelunking
Steal
Swimming
Tracking

Kobolds Ate My

Baby! 3E Skill

BASH
Coming Soon (Until then just wing it!)
TRAPS
ATHELETE
*
SPELUNK
STEAL
SWIM
TRACK

* Works just like THROW except that instead of hurling an object at something else you are using an intermediary device (Bow, Sling, Cannon, etc) to do the hurling. This mechanical aid increases the range and damage of the object but generally decreases the rate at which they are hurled.

Converting "Classic" Kobolds to Third Edition Kobolds

The following 3 easy steps detail the process of converting a Kobold from "Classic" **Kobolds Ate My Baby!** to Third Edition.

1. Invoke the "The I Can't Take It Any More Rule!"
2. Continue to Invoke the "The I Can't Take It Any More Rule!" until you are eligible to invoke the "The Screw You Guys I'm Going to Third Edition Rule!"
3. Invoke the "The Screw You Guys I'm Going to Third Edition Rule!"³

"Classic" Kobolds Ate My Baby! Conversion Pamphlet House Rules!

The I CAN'T TAKE IT ANY MORE Rule!

In a "Classic" KAMB game a Kobold can voluntarily take a check on the Kobold Horrible Death Record™ at any time. As always when someone takes a check they must roll to see if they die a Kobold Horrible Death™.

The SCREW YOU GUYS I'M GOING TO THIRD EDITION Rule!

If your Kobold has just died a Kobold Horrible Death™, you can stand up at the table and proclaim, in your best imitation of a fat foul-mouthed 10 year-old, "screw you guys, I'm going to Third Edition!" You may then make a new Kobold using the **Kobolds Ate My Baby!** Third Edition rules. This Kobold MAY have the same name as your last Kobold and begins play with half of their Victory Points.

Endnotes

1. This is a completely unsubstantiated claim made by a very biased source whose views may or may not reflect the views of 9th Level Games, it's employees or it's management. Personally I think the sicko just likes to see Kobolds suffer.
2. Basic 9th Level Games math lesson: Always round DOWN, $\pi = 3.14$, $e = 2.17$, $i = \sqrt{-1}$, $|\square|$ Means take the Absolute Value of what's inside.
3. Errata: Due to timing issues you must NOT perform a Kobold Soliloquy before invoking the "The Screw You Guys I'm Going to Third Edition Rule!" or you will be forced to remake a new Kobold using the "Classic" rules.



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