

Kobold (25 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
5	STR	-5	10-	1d6; [1]
10	DEX	0	11-	OCV 3 DCV 5
10	CON	0	11-	
4	BODY	-12	10-	
8	INT	-2	11-	PER Roll 13-/15-
8	EGO	-4	11-	ECV: 3
5	PRE	-5	10-	PRE Attack: 1d6
6	COM	-2	10-	
2	PD	1		Total: 2 PD (1 rPD)
2	ED	0		Total: 2 ED (1 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
20	END	0		
12	STUN	0		
TOTAL CHARACTERISTIC COST: -34				

MOVEMENT:

RUNNING:	4" / 8"
SWIMMING:	1" / 2"
LEAPING:	1" / 2"

COST POWERS

1	Scaly Skin: Damage Resistance (1 PD/1 ED)
10	Small and Hard To Hit: +2 with DCV and -2 with Sight PER Rolls
0	Claws/Fangs: Can use 5 STR as Killing Attack = 1 pip HKA (total no STR Bonus)
6	Hyper Alert: +2 PER with all Sense Groups
3	Darkvision: +4 PER with Normal Sight (4 Active Points); Limited Power Only to Counteract Darkness Modifiers (-1/2)
1	Darksight: Sight Group Flash Defense (2 points) (2 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
3	Keen Hearing: Ultrasonic Perception (Hearing Group)
5	Snout: Tracking with Normal Smell
2	Stench Guard Snout/Tasteless Tongue: Smell/Taste Group Flash Defense (2 points)
2	Thin Air Adapted Lungs: Life Support (END Per Minute) (Extended Breathing 1 END per Minute)
5	Disease Resistant: Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
5	Poison Resistant: Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
2	Temperature Resistant: Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 50% Immunity, Only 50% Effect From. (-1)
0	Longevity: Long-Lived 135 Years
TOTAL POWERS COST: 45	

SKILLS

4	WF: Common Melee Weapons, Common Missile Weapons
0	Acting 8-
0	Climbing 8-
0	Concealment 8-
3	+2 with Concealment (4 Active Points); Self Only (-1/2)
0	Conversation 8-
0	Deduction 8-
0	AK: Lair and Surrounding Territory 8-
0	KS: Kobold Culture, History, Religion, etc. 8-
0	KS: Traps and Tricks 8-
2	+2 with KS: Traps and Tricks
0	KS: Weaponsmithing - Makeshift Weapons 8-
0	Language: Kobold (idiomatic)

SKILLS

0	Language: Goblin, Orc, Hobgoblin, or Common (basic conversation)
0	Language: Draconic (basic conversation; Custom Adder)
0	Paramedics (Healing) 8-
0	Persuasion 8-
0	PS: Dungeon/Forest Commando (Fighter/Thief) 8-
0	PS: Mining or Forestry 8-
1	+1 with PS: Mining or Forestry
0	Shadowing 8-
0	Stealth 8-
4	+2 with Stealth
0	Survival 8-
0	Tactics 8-
0	Teamwork 8-
0	Tracking 8-
0	TF - Giant Boars or Weasels

TOTAL SKILLS COST: 14
TOTAL COST: 25

25+ DISADVANTAGES

5	Distinctive Features: Kobold, 3' tall dog-like reptilian with red-orange eyes, rusty hued scaly skin, and horns (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
10	Hunted: Humanoid-Haters 8- (As Pow, Harshly Punish)
0	Normal Characteristic Maxima - Kobold
0	NCM: 10 STR, 20 DEX, 20 CON, 8 BODY, 16 INT, 16 EGO, 10 PRE, 13 COM, 8 PD, 8 ED, 4 SPD, 10 REC, 50 END, 42 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
0	ACM (Absolute Characteristic Maxima): 15 STR, 30 DEX, 30 CON, 12 BODY, 26 INT, 26 EGO, 15 PRE, 18 COM, 16 PD, 16 ED, 8 SPD, 24 REC, 100 END, 84 STUN (Absolute Maximum Limit without Magical Enhancement).
5	Psychological Limitation: Hates Bright Light (Uncommon, Moderate)
5	Psychological Limitation: Hates Gnomes (Uncommon, Moderate)
5	Psychological Limitation: Sadistic Trickster/Trapster (Uncommon, Moderate)
10	Psychological Limitation: Cowardly/Timid (Common, Moderate)
5	Physical Limitation: Small, down to half human size (1m, or 1/2"; +3" KB) Infrequently, Slightly Impairing
5	Physical Limitation: Light Sensitivity suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Slightly Impairing)
5	Reputation: Cowardly Wimps but Trickey Trapsters and Terrifying Teamwork Taciticians, 8-
0	Social Limitation: Kobold - Not Accepted in Most Civilized Societies (Occasionally, Minor, Not Limiting In Some Cultures)
0	Susceptibility: Affected by both Pro- and Anti-Kobold/Humanoid/Reptilian Magics, 1d6 damage per Hour (Uncommon)
10	Susceptibility to Sunlight or Very Bright Light: , Painful -1 to CV, Characteristic, and Skill Rolls; -2 to Sight PER Rolls Instant (Common)
10	Vulnerability: 2 x Effect Light-Based Flashes vs. Sight (Uncommon)
0	Experience Points

UNSPENT EXPERIENCE POINTS: 0
TOTAL DISADVANTAGE POINTS: 75
TOTAL COST: 25

COST EQUIPMENT/OPTIONS

- 4 **Dagger (Kobold-Sized Short Sword):** Killing Attack - Hand-To-Hand 1d6-1, Reduced Endurance (0 END; +½), Ranged (+½) (20 Active Points); Independent (-2), OAF (-1), STR Minimum (-½), Real Weapon (-¼) Note: Can Be Thrown
- 5 **Sword, Short (Kobold-Sized Longsword):** Killing Attack - Hand-To-Hand 1d6, Reduced Endurance (0 END; +½) (22 Active Points); Independent (-2), OAF (-1), STR Minimum (-½), Real Weapon (-¼)
- 6 **Sword, Broad (Kobold-Sized Greatsword):** Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); Independent (-2), OAF (-1), STR Minimum (-½), Real Weapon (-¼)
- 5 **Stiletto:** Killing Attack - Hand-To-Hand ½d6, Reduced Endurance (0 END; +½), Ranged (+½), Armor Piercing (+½) (25 Active Points); Independent (-2), OAF (-1), Real Weapon (-¼), STR Minimum (-¼) Note: Can Be Thrown
- 8 **Baton:** Energy Blast 3d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,)
- 11 **Club:** Energy Blast 4d6, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,)
- 14 **Javelin:** Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +½), Ranged (+½) (40 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,) Note: Can Be Thrown
- 18 **Spear:** Killing Attack - Hand-To-Hand 1 ½d6, Reduced Endurance (0 END; +½), Ranged (+½) (50 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,) Note: Can Be Thrown
- 11 **Axe, Hand (Hatchet):** Killing Attack - Hand-To-Hand 1d6, Reduced Endurance (0 END; +½), Ranged (+½) (30 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,) Note: Can Be Thrown
- 11 **Axe, Small:** Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,)
- 8 **Mace, Small:** Killing Attack - Hand-To-Hand 1d6, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼) (,)
- 7 **Pick, Small:** Killing Attack - Hand-To-Hand 1d6-1, Reduced Endurance (0 END; +½), Armor Piercing (+½) (20 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼)
- 6 **Hammer, Small:** Killing Attack - Hand-To-Hand 1d6-1, +1 STUN Multiplier (+¼), Reduced Endurance (0 END; +½) (17 Active Points); OAF (-1), STR Minimum (-½), Real Weapon (-¼)

BACKGROUND/HISTORY:

Kobolds are amongst the longest lived but the weakest of all the humanoid races. As such, they survive only by being aware of dangers and either staying out of the way or ganging up against a threat. As they can't rely on brute physical force to defeat their enemies they must resort to all means of trickery. They seem smarter than they are because they are cunning, don't play fair, and use teamwork tactics. One weapon strike can take out pretty much any Kobold. Because of these things, I've given Kobolds excellent perception abilities, and a number of skills to make up for their small size and innate weakness in combat.

PERSONALITY/MOTIVATION:

Sadism, Cruel Humour, Survival.

QUOTE/SOURCES:

- 0e-RC.187; 1e-MM.57-58, DMG.40; 2e-MM.214, CBoH.38-40; 3e-MM.123-124.
- Roger E. Moore "Tucker's Kobolds" editorial in Dragon.127.3+88.
- Roger E. Moore "The Humanoids: All About Kobolds, Goblins, Hobgoblins, and Gnolls" Dragon Magazine #63 (July 1982) Reprinted in Best of Dragon
- Kobolds compare in power roughly to "Ratlings" MMM.90

POWERS/TACTICS:

Tricks, Traps, Ambush, Swarming, Hit and Run (emphasis on Run), False Retreats into Ambushes and Traps. In short, by any dirty and unfair means necessary.

Weapons (typical):

- 5% short sword and javelin
- 10% short sword and spear
- 10% shortsword
- 20% axe
- 30% spiked wooden club
- 15% javelins (2-3)
- 10% spear

CAMPAIGN USE:

When you need the smallest, weakest, and most numerous sword fodder Kobolds are the first answer. If you want something tougher, Goblins are next up the humanoid line. Weaker is hard to find, but Jermalaine are probably the best bet.

VARIATIONS:

- **Animal Handlers:** for weasels, boars, rats, etc.
- **Guards:** +1 CSL (all combat, 4 OCV), ~ Goblin 2/40
- **Leader:** +1 CSL (all combat, 4 OCV), +1 BODY (5 total) 1/40 ~ Goblin or Orc
- **Bodyguard:** +1 CSL (all combat, 4 OCV), +3 BODY (7 total) 2/Chief ~ Goblin or Hobgoblin [6hp, 1+1 HD]
- **Chieftain:** +2 CSL (all combat, 5 OCV), +6 BODY (10 total) 1/Lair ~ Hobgoblin or Groll [9 hp, 2 HD]
- **Shaman:** (D&DG 110, DMG 40) "Kobold shamans always wear orange robes with a white death's-head sigil on the chest. They can rise up to the 5th level of clerical ability." (i.e., 50-point Power Pool) +d4hp/level after 1st, +1HD/THAC0 per 2 levels. = 5th level +4d4hp (5d4hp total ~10 BODY), +2 OCV (5 OCV total).
- **Witchdoctor:** (DMG 40) up to 2nd level as magicuser or sorcerer (up to 20 Active Points) and 5th level as cleric (50 Active Points).
- **Monks/Celbit Martial Arts:** vital strikes, dodging attacks, ganging up, etc. fast and tricky; actually able to make tail prehensile!
- Divinely inspired mutants with Prehensile Tails with Poison Stingers (like Kurtulmak)
- **Forest Kobolds:** with monkey-like prehensile tails (extra limb with no fine manipulation)
- **Kobold Woodsman:** Ranger-like scout, still stealthy, still sneaky, still trapster, just outdoors instead of underground.
- **Xuart** - in between a Kobold and Goblin, **Urd:** Flying 7"/15"
- **Elite Kobold:** 6 STR, 13 DEX, 11 CON, 5 BODY, 10 INT, 10 EGO, 10 PRE, 3 SPD, Run=6", +1 CSL, Hide +4, Real HKA (1/2d6 w/ STR) [not trying to squeeze the write-up into 25 points, more compatible with 3e, more like [Shrike's version](#)].
- **Grimtooth the Trapmeister** - Kobold Paragon - as Chieftain, Shaman 5th, and Witchdoctor 2nd all-in-one, Genius Sheer Genius.

APPEARANCE:

3' tall with scaly hides and a tail, vaguely reptilian, dog-like, and rat-like at the same time.

COMBAT STATISTIC SUMMARY

Perception: 13-/15-,

ATTACK:

- **SPD:** 2,
- **Initiative:** 10,
- **OCV:** 3,
- **STR Damage:** 1d6,
- **Combat Skill Levels:** +2 with DCV and Sight PER Rolls ,
- **PRE Attack:** 1d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 5,
- **PD/rPD:** 2/1,
- **ED/rED:** 2/1,
- **BODY:** 4,
- **STUN:** 12,
- **CON Stunned:** 10.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

Genre: Fantasy
Campaign: Grey Hero
GM: Jason "Hierax" Verbitsky
Player: Standard NPC Monster Template
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