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What is Kobold Tactics

Kobold Tactics is a Tactical Roguelike being developed by Phantomlce Interactive. It's origins are based in games such as Final Fantasy Tactics, X-Com, and Dungeons and Dragons. Throughout the games development, the team made it a goal to make Kobold Tactics feel like a tactical tabletop game. To help us, we developed a small tabletop RPG that would allow us to playtest the game in the style we wanted to achieve - as a tabletop game.

This booklet contains many of the races, classes, and the same ruleset that players will encounter while playing Kobold Tactics. We've added in a set of skills to enable players to run Kobold Tactics as a fully-functional micro tabletop roleplaying game.

Splash Art

What You'll Need to Play

Kobold Tactics is designed to play similar to a traditional tabletop roleplaying game. To play Kobold Tactics you'll need:

A Group of Friends (or people willing to play with you.)

Pencils and Paper

Printed Character Sheets

A Battlemat (or similar grid-based tracking sheet)

Someone Willing to be Gamemaster (good luck)

One 4-Sided Dice (D4)

One 8-Sided Dice (D8)

One 10-Sided Dice (D10)

One 20-Sided Dice (D20)

Additionally, the Gamemaster (GM) will require:

Patience

Willpower

Self Loathing

Puns

Character Creation

Characters in Kobold Tactics are randomly generated. While players are encouraged to generate their characters randomly, some may prefer not to. In the case that a player does not want to randomly generate their character, after rolling their Strength, Stamina, Intelligence, and Cunning players should proceed to choose their Race, Class, Advantages, and Skills.

Generating a character for Kobold Tactics is a relatively simple process. Players will first roll their attributes - Strength, Stamina, Intelligence, and Cunning. After their attributes are set, they will randomly roll their Race and modify their base attributes with the racial bonuses. Next they will roll for their characters Class. And last they will pick their characters first Advantage, and distribute their characters skill points.

Attributes

Characters in Kobold Tactics have 4 attributes – Strength Stamina, Intelligence, and Cunning. To determine a characters base attributes roll 1D10 for each attribute in the order it appears on the character sheet (no pick-and-place here). Each Attribute has 2 Attribute Bonuses tied to it.

Strength (Str)

Melee Damage

Villain Points

Stamina (Sta)

Hit Points per Level

Physical Resist

Intelligence (Int)

Mana Points per Level

Magic Damage

Cunning (Cun)

Ranged Damage

Magic Resist

Attribute Bonuses

Attribute Bonuses relate more directly to how effective your character is in combat. Here's the details on each of the bonuses you'll find on the character sheet. Attribute Bonuses are equal to $1/2$ (rounded down) the Attribute they are based off of.

Melee Damage - The amount of bonus damage your character inflicts when they strike with a physical melee attack.

Villain Points - How many villain points your character has between rests. Each villain point gives a +1d4 bonus to a roll when used.

Hit Points per Level - The amount of bonus hit points the character gains each time they level up.

Physical Resist - The bonus characters get to their Physical Resist rolls to avoid bonus physical damage when struck.

Mana Points per Level - The amount of bonus mana points the character gains each time they level up.

Magic Damage - The amount of bonus damage your character inflicts when they strike with a magic attack (melee or ranged.)

Ranged Damage - The amount of bonus damage your character inflicts when they strike with a physical ranged attack.

Magic Resist - the bonus characters get to their Magic Resist roll to avoid bonus magic damage when struck.

Other Stats

Characters have stats other than attribute bonuses. These stats usually rely on their character level or are static stats from your characters class.

Total Hit Points - The number of hit points the character has. When their total hit points hit 0, they die. = (Hit Point Bonus per Level + Class Hit Points) \times Level

Total Mana Points - The total number mana points the character has. If they have insufficient mana points, they will not be able to use certain special spells and abilities. = (Mana Point Bonus per Level + Class Mana Points) \times Level

Initiative - This is used to determine the order that characters will act in battle. = Class Initiative + Advantage Modifiers

Movement - How many tiles the character can move on the battlefield. = Class Movement + Advantage Modifiers

Armor - The amount of damage reduction the character receives to protect them from all physical attacks. = Advantage Modifiers

Strike Bonus - The bonus the character receives when trying to hit an opponent. = Level + Advantage Modifiers

Dodge - The score that must be met or exceeded to hit the character in combat. = Class Dodge + Level + Advantage Modifiers

Villains Aura - The chance that opponents will target the character. A higher Villains Aura score means the character is more likely to be targetted.

Level - The characters current level.

Character Generation

After determining a characters base Attributes, characters will need a race and class. Players are encouraged to play a bad guy. however, a naughty Gm may want to run a goody-two shoes good guy game. For villains, roll 1d8 for their race and 1d4 for their class and consult the chart below. For Heroes oll 1d4 for their race and 1d8 for their class and consult the hero chart.

Villains

Race

Roll	Result	Roll	Result
1	Kobold	5	Minotaur
2	Goblin	6	Troll
3	Orc	7	Dragonling
4	Ogre	8	Mimic

Class

Roll	Result	Roll	Result
1	Fighter	3	Rogue
2	Sorcerer	4	Shaman

Heroes

Race

Roll	Result	Roll	Result
1	Human	3	Halfling
2	Elf	4	Dwarf

Class

Roll	Result	Roll	Result
1	Town Guard	5	Crusader
2	Hedge Mage	6	Wizard
3	Peasant	7	Thief
4	Priest	8	Cleric

Races

Each Race has different attribute bonuses and penalties and gains a special advantage, which will assist them throughout gameplay. Races are described in more detail over the next few pages, however, a quick reference is provided here.

Villains

Race	Bonus	Penalty	Advantage
Kobold	+2 Cun	-2 Str	Scaled Hide
Goblin	+2 Int	-2 Sta	Accurate
Orc	+2 Str	-2 Cun	Healthy
Ogre	+2 Sta	-2 Int	Lethal
Minotaur	+4 Str	-2 Int	Horns
Troll	+4 St	-2 Cun	Regeneration
Dragonling	+4 Int	-2 Str	Fire Breath
Mimic	+4 Cun	-2 Sta	Treasure Chest

Heroes

Race	Bonus	Penalty	Advantage
Human	+2 Str	-2 Int	Adaptable
Elf	+2 Int	-2 Sta	Magical
Halfling	+2 Cun	-2 Str	Courageous
Dwarf	+2 Sta	-2 Cun	Hearty

Kobold



Wiley and ruthless, Kobolds worship dragons, considering themselves to be long separated cousins. Often underestimated, many a hero has found themselves felled to the hands of these small beasts.

Kobolds gain 2 Cunning and lose 2 Strength.

Scaled Hide - Kobolds gain +1 Armor that stacks with any armor they wear.

Goblin

Smarter than most give them credit for, Goblins use cunning tactics to fight foes much stronger than themselves. Though frail, their knack for planning often grants them unusually high success in battle.

Goblins gain 2 Intelligence and lose 2 Stamina.

Accurate - Goblins deal 2 additional bonus damage with any physical ranged weapon.



Orc



Often considered savages, Orcs form deep familial and tribal bonds. However, that doesn't prevent them from raiding nearby settlements and signing on as shock troops for others. Because they feel like no one understands them, Orc females wear black clothes and dark eyeshadow.

Orcs gain 2 Strength and lose 2 Cunning.

Healthy – Each level Orcs gain an additional 2 Hit Points.

Ogre

Ogres are good at two things – hitting things and getting hit. Luckily the small amount of gray matter between their ears doesn't have pain receptors, so they don't know they're dying until they're on the ground.

Ogres gain 2 Stamina and lose 2 Intelligence.

Lethal – Ogres deal 1 additional bonus damage with any physical melee weapon.



Minotaur

Long ago Minotaurs were normal cows, however, indiscriminate interbreeding had some unusual results. Now they just hate everything. Don't ask them for milk.

Minotaurs gain 4 Strength and lose 2 Intelligence.

Horns - Minotaurs are always equipped with their horns, which are physical melee weapons that deal 4 damage.

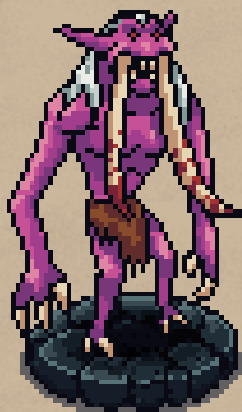


Troll

Many folk think that Trolls make their homes under bridges or in swamps, but Trolls are extraordinarily cosmopolitan individuals. Really, where else can you have a human, elf, and dwarf for dinner at the same time other than a city?

Trolls gain 4 Stamina and lose 2 Cunning.

Regeneration - At the start of each round, Trolls heal 4 Hit Points.



Dragonling

You know how no one really likes teenagers because they're moody and obnoxious? Well now imagine that they could also breathe fire. Yeah, that's about how people feel about Dragonlings.

Dragonlings gain 4 Intelligence and lose 2 Strength.

Fire Breath - Once per fight the Dragonling can use Flame Breath (see Advantages.)



Mimic

Many adventurers tell tales of Mimics that can resemble any inanimate object. However, Mimics only resemble treasure chests, and those adventurers were just drunk. Probably.

Mimics gain 4 Cunning and lose 2 Stamina

Treasure Chest - Upon reaching a new level, Mimics grow 10xLevel in gold and/or items inside of them... Kind of like tumors or teratomas.



Human



Ugh... Why would anyone want to play a Human? Did you choose this yourself? Let me guess, you're also a male and a fighter, huh? Well, at least you're consistent.

Humans gain 2 Strength and lose 2 Intelligence.

Adaptable - Being the boring selection they are, Humans get to pick one extra Advantage from the list of Advantages.

Elf

Elfs try to live in harmony with nature, and often wear earthy colors to better blend in with their surroundings. However, on the rare occasion they venture into town their massive pointy ears give them away.

Elfs gain +2 Intelligence and lose 2 Stamina

Magical - Elfs start out with an additional 6 Mana Points along with whatever they get from their Class or Intelligence.



Halfling

Halflings usually live in the slums of larger cities, and are often mistaken for children. Sometimes 3 of them will ride on each others shoulders and wear a trenchcoat so they can get into movies cheaper.

Halflings gain 2 Cunning and lose 2 Strength.

Courageous - Halflings gain a +1 bonus to their Magic Resist.



Dwarf

It's common for people to think that Dwarf females have beards, because people assume that there are Dwarf females. Dwarfs actually spring fully formed, beard and all, from the rock in their mountain halls - no females required.

Dwarfs gain 2 Stamina and lose 2 Cunning.

Hearty - Dwarfs gain a +1 bonus to their Physical Resist.



Classes

In Kobold Tactics every character has a class. Each class can increase up to Level 5. There are 12 Classes available - 4 monster classes, 4 townsfolk classes, and 4 hero classes. Because players are encouraged to play monsters in Kobold Tactics, they will normally stick to the 4 monster classes. Sometimes, however, a Gmll may want to run a lower power game. In this case, characters may have Townsfolk Classes. If, for some reason, a Gmll wants to run a good-guy game, characters can begrudgingly have Hero classes. If players are building characters instead of randomly rolling them, all of this is up to whatever the Gmll allows.

The monster classes are Fighter, Sorcerer, Rogue, and Shaman.

The townsfolk classes are Town Guard, Hedge Mage, Peasant, and Priest.

The hero classes are Crusader, Wizard, Thief, and Cleric.

Gaining Levels

In Kobold Tactics characters gain 20% of a level after every battle. Since there are only 5 levels in the game, this may be too fast for some groups. In this case Gmll's should feel free to award 10% of a level for a battle. For Gmll's wanting a more story driven game, instead of awarding %'s of a level, they may opt to grant levels at given points in the story interval. While this breaks with the structure of Kobold Tactics, we find it to be an excellent solution to the problem of how often a group gains a level.

Each time a character gains a level, they gain Health and Mana Points, and one Advantage. They may choose the Advantage from their class, regardless of their Attributes, or a general Advantage. Some general Advantages have Attribute prerequisites a character must meet though. General Advantages can be taken by any character of any class as long as they meet the prerequisites.

Fighter

Real ruffians, Fighters live up to their name taking joy by simply inflicting sheer carnage. Catchphrase: "I like turtles!"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
10	4	D6	5

Level 1 Advantage: Mighty Attack - Range: Melee Weapon - Deal a bonus 1d6 physical damage on each attack

Level 2 Advantage: Improved Armor - While wearing armor gain an addition +2 Armor

Level 3 Advantage: Cocky - At the start of the fight, greatly increase the chance this character will be targetted (+10 hate).

Level 4 Advantage: Shrug Off - The Fighter gains bonus P. Resist and M. Resist equal to their level.

Level 5 Advantage: Flaming Weapon - 5MP - Duration: 5 rounds - Your weapon deals bonus magic fire damage equal to its base damage.





Sorcerer

Sorcerers are wild mages. Free spirits that inhabit creatures. Sadly, they aren't friendly. Catchphrase: "Time to die!"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
4	10	D6	5

Level 1 Advantage: Magic Missile - 2MP - Range 5 - +8 to hit - 1d4 Magic damage

Level 2 Advantage: Illusion of Self - 5MP - Duration: 3 turns - Attacks vs character suffer -1 Strike per level.

Level 3 Advantage: Fireball - 10MP - Range 5 - AOE circle radius 2 - 3d6 fire Magic damage

Level 4 Advantage: True Strike - 10MP - Range: 1 - Duration 1 Rd/Level - Grant an ally +1 strike per level of the Sorcerer.

Level 5 Advantage: Ultimate Spell - 20MP - Range 3 - AOE circle radius 4 - 10d6 Magic Damage.

Rogue

They'll stab you in the back, rob your corpse, then stab your corpse in the back. Cathphrase: "Just let it happen..."

Hit Points	Mana Points	Initiative	Movement
Per Level	Per Level		

6

5

D8

7

Level 1 Advantage: Sneak Attack - The first melee attack against an enemy this character makes deals +1 physical damage/level

Level 2 Advantage: Poisoned Blade - If the character did not attack last round, their attack deals +1d10 magic damage

Level 3 Advantage: Pathetic - At the start of the fight, greatly decrease the chance this character will be targeted (-10 hate).

Level 4 Advantage: Advanced Hide in Sight: If the character does not move apply Sneak Attack damage to all attacks this round.

Level 5 Advantage: Shank - Range: Melee Weapon - When attacking, if you deal damage and the enemy has less than 20 hit points, they die.





Shaman

Shamen are callers of primal forces. They use malevolent spirits to work dark magics. Catchphrase: "Ade due Damballa!"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
8	6	D4	4

Level 1 Advantage: Healing Chant - 3MP - Range: 1 - Heal targeted creature for 1d4 Hit Points per level.

Level 2 Advantage: Smite Good - 10MP - Range: Melee Weapon - Deal +1d4 magic damage on a melee attack. If it deals damage, that character loses one action on their next turn.

Level 3 Advantage: Elemental Absorbion: Fire - 5MP - Range: 0 - If hit with a "Fire" attack, heal hit points instead of taking damage.

Level 4 Advantage: Enchant Cudgel - 15MP - Duration: Fight - All Clubs used by allies gain +3 strike and their base damage is doubled.

Level 5 Advantage: Dark Blessing - 10MP - Duration: 5 rounds - Range: 1 - The target of this spell deals triple weapon damage. When the spell expires, their HP is reduced to 0.

Town Guard

They guard the town. Normally they patrol. Every now and then they break up bar fights. Catchphrase: "Man the walls!"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
5	2	D6	5

Level 1 Advantage: Big Attack - Range: Melee Weapon - Deal a bonus 1d4 physical damage on each attack

Level 2 Advantage: Shield Other - While adjacent to an ally, all damage that ally would take is redirected to the Town Guard.

Level 3 Advantage: Sunder - 10MP - If this attack hits, instead of dealing damage, there is a 25% chance it will destroy the enemy Weapon > Armor > Accessory

Level 4 Advantage: Sturdy - Gain an additional 5HP per level. Retroactive.

Level 5 Advantage: Healing Draught - 5MP - Heal yourself for 3d4 Hit Points





Hedge Mage

Hedge Mages tend to run small magical trinket shops. They aren't very skilled. Cathphrase: "Wanna buy a sundial?"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
2	5	D6	5

Level 1 Advantage: Mighty Missile - 2MP - Range: 5 - +4 to hit - 1d4 magic damage

Level 2 Advantage: Fire Flower - 5MP - Range: 3 - 3d4 fire magic damage each round for 2 rounds.

Level 3 Advantage: Slow - 10MP - Range: 0 - Duration: 1 Rd/Level - The characters initiative decreases by 3 and they lose one action.

Level 4 Advantage: Enchant Blade - 20MP - Duration: Fight - All swords used by allies gain +1 strike and deal 3 extra damage.

Level 5 Advantage: Chain Lightning - 10MP - Range: 5, AoE circle radius 3 - 5d6 magic damage

Peasant

Consummate wheat harvesters, Peasants feed the village. Skilled with pitchforks. Catchphrase: "Right, sir!"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
3	3	D8	7

Level 1 Advantage: Adrenaline Rush - Each time the peasant is attacked, they gain a +1 to a random attribute (1 - Str, 2 - Sta, 3 - Int, 4 - Cun) until the end of battle.

Level 2 Advantage: Run Away - Move your max distance. You cannot be attacked until the end of the turn.

Level 3 Advantage: Feed the Town - 5MP - All friendly characters regain 1d6 HP and 1d6 MP.

Level 4 Advantage: Mob Rule - When adjacent to 2 allies gain +3 to all attributes and heal 2HP per round.

Level 5 Advantage: Torches and Pitchforks - Gain a bonus to Melee damage equal to the number of allies adjacent to you.





Priest

They run the local churches, but weren't able to get into a cathedral position. Catchphrase: "Remember to tithe!"

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
4	3	D4	4

Level 1 Advantage: Healing Balm - 3MP - Range: 1 - Heal targetted creature for 1d4 Hit Points

Level 2 Advantage: Elemental Nullification : Fire - 2MP - Range: 0 - If hit with a "fire" attack, that attack deals no damage.

Level 3 Advantage: Holy Weapon - 2MP - Range: 0 - Duration 1 Rd/Level - The weapon/unarmed attacks of the affected character become magic attacks.

Level 4 Advantage: Bless Armor - 10MP - Duration: 1 rd/level - All allies that are wearing armor gain a +1 to the damage reduction, Armor, P. or M. Resist granted by the armor.

Level 5 Advantage: Circle of Healing - 5MP - All allies adjacent to the Priest heal 3d6 Hit Points.

Crusader

Crusaders are the strongarms of the church. They enjoy smashing evil. Catchphrase: "Act, and God will act."

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
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10

4

D6

5

Level 1 Advantage: Parry - The Crusader gains a +3 bonus to Physical Resist

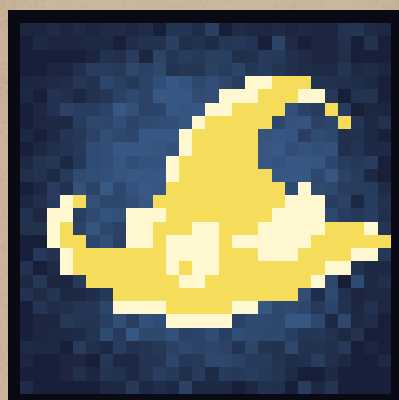
Level 2 Advantage: Cleave - 5MP - Range: Melee Weapon - Physical Attack - Attack with a melee weapon. If this attack deals damage, roll a second attack.

Level 3 Advantage: Charge - Range: Melee Weapon - If you move, this turn your weapon deals double damage

Level 4 Advantage: Drink Potion - 5MP - Heal yourself for 3d8 Hit Points

Level 5 Advantage: Divine Inspiration - Gain +5 to all of your attributes.





Wizard

Great at memorizing quotes and facts, Wizards are excellent partners for trivia night. Catchphrase: "Places for 100, Alex."

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
4	10	D6	5

Level 1 Advantage: Mage Armor - 5MP - Duration: Fight - Armor rating is increased by +4

Level 2 Advantage: Flame Bolt - 3 MP - Range: 5 - Duration 1 rd/Level - The enemy character takes 1d6 Magic damage each round.

Level 3 Advantage: Reactive Teleport - 10MP - Range: 5 - Duration 1 rd/Level - When struck in combat move 5 spaces directly away from attacker.

Level 4 Advantage: Lightning Strikes - 5MP - Range: 3 - Duration: 1 rd/level - Each round Lightning Strikes is active, it strikes the selected tile for 1d6 magic damage per level.

Level 5 Advantage: Ethereal Form - 20MP - Duration: Fight - The Wizard becomes immune to Physical Damage and can only be damaged by Magic Damage.

Thief

Thiefs think they're the good guys, but they just make everyone else pay more. Catchphrase "Rob from the rich."

Hit Points	Mana Points	Initiative	Movement
Per Level	Per Level		

6

5

D8

7

Level 1 Advantage: Cripple - Range: Melee Weapon - Physical Attack - Duration: 3 turns - If this attack hits, the enemy movement is reduced by 2 for the Duration.

Level 2 Advantage: Slippery - Gain a +3 bonus to Magic Resist

Level 3 Advantage: Slippery - Gain a +3 bonus to Magic Resist

Level 4 Advantage: Great Sunder - 10MP - If this attack hits, instead of dealing damage roll 1d20. On 15+ destroy the enemy Weapon > Armor > Accessory

Level 5 Advantage: Slip Defenses - When the Thief hits on a melee attack, or while using a S. Bow or S. Crossbow, they ignore armor and do not provoke P. Resist or M. Resist rolls.





Cleric

Leaders of the church, Clerics managed to get the jobs in the cathedral. Catchphrase: "If God wills it."

Hit Points Per Level	Mana Points Per Level	Initiative	Movement
8	6	D4	4

Level 1 Advantage: Cure Wounds - 3MP - Range: 1 - Heal targetted creature for 1d8 Hit Points

Level 2 Advantage: Smite Evil - 10MP - Range: Melee Weapon - Deal +1d10 magic damage on your next melee attack.

Level 3 Advantage: Holier Weapon - 2MP - Range: 0 - Duration 1 Rd/Level - The attacks of the affected character become magic attacks and deal +1 bonus magic damage per level.

Level 4 Advantage: Enchant Armor - 10MP - Range : 1 - Duration 1rd/level - The targets damage reduction, Armor, P. Resist, or M. Resist granted from wearing armor is doubled.

Level 5 Advantage: Holy Light - 20MP - Range 7 - 10d6 Magic Damage.

General Advantages

Any Level Advantage: +2 Strength

Any Level Advantage: +2 Stamina

Any Level Advantage: +2 Intelligence

Any Level Advantage: +2 Cunning

Any Level Advantage: +4 Hit Points

Any Level Advantage: +4 Mana Points

Any Level Advantage: +2 Physical Resist

Any Level Advantage: +2 Mental Resist

Any Level Advantage: +2 Action Points

Dragonling: Flame Breath

AOE cone, range 3, once per battle, 1d6 fire magic damage per level.

General Advantages – Level 1

Level 1 Advantage: Prerequisite – 5 Strength – Gain Ability: Mighty Attack

Level 1 Advantage: Prerequisite – 8 Strength – Gain Ability: Cleave

Level 1 Advantage: Prerequisite – 5 Stamina – Thick Skin: DoT abilities deal 2 less damage/turn

Level 1 Advantage: Prerequisite – 8 Stamina – Die Hard: Survive for 1 round when reduced to 0 HP

Level 1 Advantage: Prerequisite – 5 Intelligence – Gain Ability: Magic Missile

Level 1 Advantage: Prerequisite – 8 Intelligence – Gain Ability: Flame Bolt

Level 1 Advantage: Prerequisite – 5 Cunning – Improved Initiative: Roll an extra 1d6 for Initiative

Level 1 Advantage: Prerequisite – 8 Cunning – Hide in Sight: not acting decreases the chance this character will be targetted (-1 hate/round, -5 max).

Level 1 Advantage: Prerequisite – 8 in all attributes – Paragon: Gain +2 to all attributes and take an extra Advantage

General Advantages – Level 2

Level 2 Advantage: Prerequisite – 5 Strength – Battle Roar: not acting increases the characters melee damage for the rest of the battle (+1 damage/round, +5 max).

Level 2 Advantage: Prerequisite – 8 Strength – Gain Ability: Charge

Level 2 Advantage: Prerequisite – 5 Stamina – Minor Health Regeneration: Gain +1 HP/Turn

Level 2 Advantage: Prerequisite – 8 Stamina – Gain Ability: Cocky

Level 2 Advantage: Prerequisite – 5 Intelligence – Minor Mana Regeneration: Gain +1 MP/Turn

Level 2 Advantage: Prerequisite – 8 Intelligence – Gain Ability: Fireball

Level 2 Advantage: Prerequisite – 5 Cunning – Gain Ability: Pathetic

Level 2 Advantage: Prerequisite – 8 Cunning – Gain Ability: Disengage

Level 2 Advantage: Prerequisite – 12 in all attributes – Paragon: Gain +4 to all attributes and take two extra Advantages.

General Advantages – Level 3

Level 3 Advantage: Prerequisite – 5 Strength – Gain Ability: Sunder

Level 3 Advantage: Prerequisite – 8 Strength – Stand Above the Crowd – At the beginning of your turn, increase Villains Aura by 1 for each adjacent ally

Level 3 Advantage: Prerequisite – 5 Stamina – Magical Blood: For each 4 HP you have, gain 1 MP

Level 3 Advantage: Prerequisite – 8 Stamina – Gain Ability: Sturdy

Level 3 Advantage: Prerequisite – 5 Intelligence – Bloody Magic: For each 4 MP you have, gain 1 HP

Level 3 Advantage: Prerequisite – 8 Intelligence – Gain Ability: Reactive Teleport

Level 3 Advantage: Prerequisite – 5 Cunning – Gain Ability: Feed the Town

Level 3 Advantage: Prerequisite – 8 Cunning – Sink Into the Crowd – At the beginning of your turn, reduce hate by 1 for each adjacent ally

Level 3 Advantage: Prerequisite – 16 in all attributes – Paragon: Gain +4 to all attributes and take three extra Advantages.

General Advantages – Level 4

Level 4 Advantage: Prerequisite – 5 Strength – Gain Ability: Adrenaline Rush

Level 4 Advantage: Prerequisite – 8 Strength – Heroic Action: Bonus for Villain Points increase from 1d4 to 1d6

Level 4 Advantage: Prerequisite – 5 Stamina – Gain Ability: Mlob Rule

Level 4 Advantage: Prerequisite – 8 Stamina – Reject Death: If the character is reduced below 0 HP, they have a 20% chance to survive the blow. Characters below 0 HP when the fight ends die.

Level 4 Advantage: Prerequisite – 5 Intelligence – Gain Ability: Drink Potion

Level 4 Advantage: Prerequisite – 8 Intelligence – Gain Ability: Ultimate Spell

Level 4 Advantage: Prerequisite – 5 Cunning – Gain Ability: Torches and Pitchforks

Level 4 Advantage: Prerequisite – 8 Cunning – Gain Ability: Slip Defenses

Level 4 Advantage: Prerequisite – 20 in all attributes – Paragon: Gain +5 to all attributes and take four extra Advantages.

General Advantages – Level 5

Level 5 Advantage: Prerequisite – 5 Strength – Gain a +5 bonus to Armor

Level 5 Advantage: Prerequisite – 8 Strength – Massive Blow: If a melee attack deals 50% or more of the enemies HP, the enemy dies.

Level 5 Advantage: Prerequisite – 5 Stamina – Great Fortitude: Gain a +5 bonus to both P. Resist and M. Resist

Level 5 Advantage: Prerequisite – 8 Stamina – Endurance: Instant death effects have no effect on you.

Level 5 Advantage: Prerequisite – 5 Intelligence – Gain a +5 bonus to Strike

Level 5 Advantage: Prerequisite – 8 Intelligence – Deadly Spell: If a spell deals 50% or more of the enemies HP, the enemy dies.

Level 5 Advantage: Prerequisite – 5 Cunning – Gain a +5 bonus to Dodge

Level 5 Advantage: Prerequisite – 8 Cunning – Sniping Shot: If a ranged attack deals 50% or more of the enemies HP, the enemy dies.

Level 5 Advantage: Prerequisite – 25 in all attributes – Paragon: Gain +5 to all attributes and take five extra Advantages.

Skills

Kobold Tactics, in its digital form, does not deal with situations that may require skills to solve a problem, it focuses on simple raw glorious violence. But, being tabletop gamers ourselves, the Phantomic Interactive team knows that throughout a normal gaming session, characters will regularly run into situations that require them to solve some puzzle or problem through something other than brute force.

Knowing that, for this tabletop version of Kobold Tactics we have put in a skill system for characters to utilize. That said, we still encourage characters to eschew skills like Lockpicking for simply smashing open doors or chests (please don't hurt the mimics on accident.) Please use brute force whenever possible, like the monsters you are.

Characters begin play with 20 skill points to distribute between the 20 skills available. Each level they gain an additional 5 skill points. At no time can a skill have more than 5 points in it.

To use a skill, when relevant, roll 1D10 and add both the characters Skill Points and the associated Attribute to the roll. If the resulting roll, including bonuses, is greater than 15 the character succeeds at the task. Otherwise, the character fails at the task.

Note that it's not always possible to succeed at a task. For example, if a group of halflings are planning a naked mud-wrestling competition, it's essentially impossible for an orc to succeed in disguising themselves well enough for the halflings to fall for their ruse. Ultimately if it's not possible for success in a skill, the GM should be up-front with that information, instead of letting the player roll for it at all.

Skill List

Strength

Skill	Description
Jump	Jumping ability – long jumps, vertical jumps, etc...
Force	Forcing open or breaking objects – doors, chests....
Lift	Lifting heavy objects off the ground.
Push/Drag	Pushing or dragging objects too heavy to lift.
Climb	Climbing ropes, cliffs, castle walls, etc...

Stamina

Endurance	Staying awake, going without food, etc...
Concentrate	Concentrating on a task over a long period of time
Running	Cross country running, marathons, or sprinting
Survival	Withstanding the elements, living in nature.
Swim	Distance swimming, withstanding harsh waters.

Intelligence

Academics	Book learning – medicine, history, the occult, etc...
Investigate	Following clues and solving mysteries.
Linguistics	Deciphering foreign languages, learning languages.
Speech	Public speaking, motivational speaking, etc...
Navigation	Finding your way using a compass, the stars, etc...

Cunning

Stealth	Sneaking around and being silent.
Lockpick	Opening locks without leaving a trace.
Disguise	Disguising yourself inside of a population.
Impress	Intimidation and Persuasion, Seduction, etc...
Streetwise	Living on the street, black markets, etc...

Equipment and Coin

Characters can go into battle completely naked, but most prefer to go in with some sort of clothing on. The smart ones even carry weapons and wear armor into battle, though there's only so much that one can carry with them.

Characters can carry a number of items on them equal to their Strength score. However a character can only have 3 pieces of equipment in use at any one time - one weapon, one armor, and one accessory. Additionally, weapons have a minimum Strength required to use the weapon.

Of course equipment costs money. Most equipment can't be looted, as it's sized for individuals other than the one wearing it. Because of this, almost all equipment must be bought new. Prices for equipment can be found over the next several pages.

Resources, namely money, are shared throughout the entire party. In Kobold Tactics it's likely that you'll have some patron that supplies you with goods in return for completing missions for them. Should this not be the case, however, the amount of gold that a party of scoundrels or adventurers gains still remains roughly the same.

At first level a party begins with 20 gold to divide amongst themselves. They gain an additional 20 gold between first and second level as well as second and third level for a total of 60 gold at third level. At fourth level a group of adventurers should gain another 40 gold for 100 total gold. By fifth level they will add another 100 gold to their stash ending their fifth level with a total of 200 gold to share between the group.

Weapons

Dagger Cost: 1GP
Range: 1, Strength: 1, Damage 2, Melee Attack

Short Sword Cost: 2GP
Range: 1, Strength: 2, Damage 3, Melee Attack

Long Sword Cost: 4GP
Range: 1, Strength: 5, Damage 5, Melee Attack

Great Sword Cost: 8GP
Range: 1, Strength: 8, Damage 10, Melee Attack

Club Cost: 1GP
Range: 1, Strength: 5, Damage 4, Melee Attack

Spear Cost: 1GP
Range: 2, Strength: 5, Damage 2, Melee Attack

Halberd Cost: 4GP
Range: 2, Strength: 7, Damage 6, Melee Attack

Short Bow Cost: 3GP
Range: 5, Strength: 3, Damage 2, Ranged Attack

Long Bow Cost: 6GP
Range: 8, Strength: 6, Damage 4, Ranged Attack

Small Crossbow Cost: 4GP
Range: 8, Strength: 2, Damage 2, Ranged Attack

Great Crossbow Cost: 8GP
Range: 10, Strength: 4, Damage 4, Ranged Attack

Armor

Leather Armor Cost: 1GP
Melee damage is reduced by 1

Studded Leather Cost: 2GP
Melee damage is reduced by 2

Chain Shirt Cost: 4GP
Melee damage is reduced by 3

Chain Mail Cost: 8GP
Melee damage is reduced by 4

Breast Plate Cost: 10GP
Melee damage is reduced by 5
+1 Physical Resist

Half Plate Cost: 15GP
Melee damage is reduced by 5
+2 Physical Resist

Full Plate Cost: 20GP
Melee damage is reduced by 5
+3 Physical Resist

Small Shield Cost: 3GP
Ranged damage is reduced by 2

Large Shield Cost: 6GP
Ranged damage is reduced by 2
Physical damage is reduced by 2

Mithril Chainmail Cost: 10GP
Magic damage is reduced by 5
+1 Magic Resist

Adamantine Plate Cost: 20GP
All damage is reduced by 8

Accessories

Ring of Movement Cost: 2GP
The wearer gains +1 Movement

Ring of Protection 1 Cost: 2GP
The wearer gains +1 Armor

Ring of Protection 2 Cost: 5GP
The wearer gains +2 Armor

Ring of Protection 3 Cost: 10GP
The wearer gains +3 Armor

Ring of Protection 4 Cost: 20GP
The wearer gains +5 Armor

Glove of Strength Cost: 5GP
The wearer gains +4 Strength

Belt of Stamina Cost: 5GP
The wearer gains +4 Stamina

Band of Intelligence Cost: 5GP
The wearer gains +4 Intelligence

Boots of Cunning Cost: 5GP
The wearer gains +4 Cunning

Phaser Bolts Cost: 10GP
When used with a Small Crossbow, it gains +2 Range, and +3 damage, and the damage type changes to Fire and Magic.

Swiftstride Boots Cost: 5GP
The wearer gains +2 movement

Accessories (Cont.)

Ring of Fire Resist

Cost: 10GP

If the wearer would take fire damage, they take no damage.

Hilt of the Ghost

Cost: 15GP

If the wearer of this item attacks with a sword, their damage is Magic damage.

Bracer of Strike 1

Cost: 5GP

Gain a +1 bonus to your Strike

Bracer of Strike 2

Cost: 10GP

Gain a +2 bonus to your Strike

Bracer of Strike 3

Cost: 15GP

Gain a +4 bonus to your Strike

Combat

Combat is divided into rounds, and each round each participant has one turn which consists of two actions. Combat begins with each character participating in combat rolling their Initiative. To do so, they roll the Initiative dice from their class, and add their Cunning to it to determine the order they act in combat. The higher the Initiative score, the faster the character acts each round.

The GM should record the Initiative scores to track when a character gets to take their turn. When a character's turn comes up, they may take two actions. There are 3 basic actions in Kobold Tactics - Basic Attacks, Special Abilities, and Movement. On their turn, characters can use two of these three basic actions in any combination they choose - attack, special ability; attack, attack; movement, attack; etc...

When taking a movement action, the character can move up to the movement rating specified by their class, plus any bonuses from equipment they may currently be wearing.

In order to make an attack action the character will roll 1d10 and add their Strike bonuses, if any. If this result is equal to or greater than the Dodge score of the person they are trying to attack, the hit lands. Monsters have a dodge score of 5+level, townsfolk get 6+level, and heroes start with an 8+level dodge score.

Area of Effect (AoE) attacks automatically hit everything in their range. No dodge rolls are made for AoE attacks.

After a successful hit, the opponent will roll either a Physical Resist or Magic Resist 1d20 roll, and add in their relevant bonuses. If the total of this roll meets or exceeds 15, any damage listed as "Bonus Damage" is not applied to the final damage result.

Combat (cont.)

Damage over Time (DoT) effects are not subject to Physical or Magic Resist rolls. DoT effects automatically deal their damage along with any relevant bonus damage at the beginning of each round. Note that if a character is immune to the damage in some way, such as being immune to fire, they will not take DoT effects that may fall under that immunity (such as the damage from Fire Bolt).

After the Physical or Magic Resist roll is made, the full damage is calculated. Take the characters weapon damage, add in bonus damage (if relevant), and subtract damage from the opponents worn armor (if relevant). This final total is subtracted from the opponents Hit Point total. If this brings the Hit Point total to 0 or less, the opponent dies and is removed from combat. There are no revives in Kobold Tactics – once dead, the character is dead forever.

If the character is using a special ability that requires an expenditure of Mana Points, the Mana Points are subtracted as soon as the ability is used, regardless of whether the attack or ability is successful.

Villains Aura

Any time a character makes an attack or suffers an attack, their Villain (or Hero if you're doing that) Aura increases. A Physical Attack increases a Villains Aura by 1, while their opponent loses 3 from their Villain Aura. A Magic Attack increases a a Villains Aura by 3, while their opponent loses 1 from their Aura. Healing adds 2 to a Villains Aura.

While players can have their character take any actions they wish, Gills should attempt to target the character with the greatest Villains Aura that is within their range when making an attack.

Combat Example

The two kobolds Grawk and Squawk are attacking a caravan with two villagers and one hero. Grawk is a fighter, while Squawk is a Sorcerer. The townsfolk consist of a town guard and a priest, while the hero is a Crusader. All characters are first level.

Grawk has 1 Strength, 10 Stamina, 2 Intelligence, and 5 Cunning. Squawk has 1 Strength, 8 Stamina, 9 Intelligence, and 4 Cunning.

Initiatives are rolled. Grawk rolls a 3, and after adding in his Cunning has a total score of 8. Squawk gets a total of 10. The town guard scores a 7, the priest gets a 5, and the crusader comes in with a 9. The fight order is: Squawk, Crusader, Grawk, Town Guard, Priest.

Squawk begins battle. Because the opponent is too far away, he moves forward 5 spaces and ends his turn. The Crusader takes the next turn and makes a double movement to put him within melee range of Squawk next turn.

Grawk takes his turn and moves forward to put the Crusader within range of his short bow. He rolls 1d10 to attempt to hit the Crusader and rolls an 8, which meets the Crusaders Dodge and scores a hit on him. The Crusader rolls his Physical Resist and rolls a 10. Since the Crusader has 6 Stamina and is wearing Half Plate which grants a +2 bonus, the total for the Physical Resist roll is 15. The Crusader will not take any bonus damage from this attack!

A short bow deals 2 damage, and even though the Crusader is wearing Half Plate, which reduces melee damage by 5, it has no effect on ranged damage. The Crusader takes the full 2 damage, bringing him down to 10 Hit Points. Grawks Villains Aura increases by 1.

Combat Example (cont.)

The Town Guard uses his two actions to make a double move to put Squawk within range of his melee attack next turn. The priest has an Intelligence of 6 and has taken Magic Missile from the First Level General Advantages as his first Advantage. He moves up and uses Magic Missile on Squawk. He immediately subtracts 2 MP.

The Priest rolls a 4, but when the +8 bonus from Magic Missile is added, his total roll to his equals 12, scoring a hit. Squawk rolls a Magic Resist roll of 1, for a total of 3. Squawk will take full damage from the Magic Missile. The Priest rolls 3 damage and adds in his 3 Magic Damage Bonus from his Intelligence for a total of 6 damage. Squawk has nothing to negate Magic Damage and loses 6 Hit Points, putting him at 2 Hit Points remaining. The Priest increases his Hero Aura by 3. Luckily for him, Squawk acts next.

Squawk casts a magic missile of his own at the Crusader. He immediately subtracts 2 MP. Squawks total roll is 11 scoring a hit on the Crusader. The Crusader rolls a 4, for a total of 6 Magic Resist and will take full damage from the Magic Missile. Squawk rolls a 2, for 6 total damage on the Crusader after adding his high Intelligence Bonus. He uses a second Magic Missile on the Crusader, rolling a 10 to strike for a total of 18, hitting the Crusader. The Crusader rolls a 16 for his Magic Resist and will not take bonus damage this time. However, Squawk rolls a lucky 4 bringing the Crusader to 0 and killing him. Squawk gains 6 to his Villain Aura.

Since the Crusader is no longer in battle, Grawk is up next. He fires at the Town Guard, but rolls a 2 for a total of 4, missing on his attack. The Town guard is up now and uses Big Attack on Squawk. Big Attack costs no MP, and adds 1d4 Bonus Damage to a melee attack. He rolls a 5, hitting Squawk with his dagger. Squawk fails his Physical Resist roll and takes 2 base damage, plus 2 melee damage bonus, +1d4 Big Attack bonus for 9 Damage, killing him.

Scenario One

As a group of young kobolds looking for a place to make a nest, you come across a cave. While exploring inside, you stumble across the owner – Red, a massive red dragon who was napping until you stumbled upon him.

Red doesn't seem particularly happy to see you, but when you begin to grovel at his feet he decides to make use of you. The dragon sends ~~you out on a suicide mission~~ requests that you attack a caravan that has been trespassing through his lands. He tells you that the caravan is normally very lightly guarded and that a small group should be more than enough to capture its goods. He gives you 20 gold with which to buy equipment.

The monsters should have 4 random encounters before they come upon the cart. GMs should feel free to generate these encounters in whatever way works best for them.

After finding the caravan, the battle starts with a cart in the middle of the battlefield. 7 random Level 1 Townsfolk and 1 random Level 2 Hero are currently defending it from the attack. The Hero and 3 Townsfolk are hidden on the far side of the cart until the battle starts.

If the monsters manage to defeat the Townsfolk and lone Hero within 8 turns they achieve victory. If 8 turns pass, 3 more random Heroes show up to assist in the battle. All arriving Heroes are Level 1.

Alternative Victory: If the players manage to kill 2 Townsfolk and deal 20 damage to the cart, they will achieve victory. Red is not very happy with this outcome, however, and will give them less gold to work with for future missions.

Reserved for Character Sheet

Reserved for Character Sheet

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