

Backstab: When you attack from concealment, deal +2 damage.

Big Ass Sword: You have learned to fight with an enormous sword! You deal 1d8+STR damage on a successful attack, thanks to your big ass sword.

Bless: You can bless yourself, another kobold, or a friendly unit, increasing the chances that they survive a skirmish.

When you call upon your gods to bless someone, roll +WIS. On a hit, the gods smile upon you; your target takes +1 ongoing to Attack for the rest of the battle. On a 7-9, your target takes +1 forward, but the glow surrounding them makes them a target for unwanted attention! On a miss, your god laughs at your feeble attempt to curry favor and punishes you with a curse for your insolence!

Born to be a Ninja:

Prerequisite: Ninjas....Sort Of or Born to be a Ninja

Your parents have taught you the way of the ninja: you always do your full damage.

When you make a successful Attack, roll your damage die twice and take the highest total. Do not divide by two on a 7-9.

Cantrips: You have the following magical abilities: Light, Unseen Servant, and Prestidigitation (DUNGEON WORLD, PP. 152). These can manifest in whatever way you and the GM agree seems appropriate.

Channel Magic: Kobold magic is a bit...odd. Because of their short lifespans, kobolds have never mastered true control over magical forces. Instead they rely on a sort of wild elemental magic that can have some...unintended consequences.

When you channel kobold magic, describe the element you are channeling and the desired effect; roll +INT. On a hit, the channeling works as intended, dealing 2d6+INT damage if appropriate. On a 7-9 the channeling works, but choose 1:

- You draw unwanted attention.
- The channeling is taxing; take 1d4 damage.
- The channeling works but has unintended consequences, the GM will tell you what.

On a miss, take 1d6 damage as the channeling back-

Command: Once per combat, you may summon a demon or spirit unit to do your bidding.

Perform the ritual necessary and roll +CHR. On a hit, you summon a creature from another plane or realm. On a 10+, take 3 hold. On a 7-9, take 1 hold.

The summoned unit is only partially in this world and therefore has no damage score, but it does have 12 hit points. Spend a hold, 1 for 1, to do any of the following.

- The summoned unit aids in an Attack, adding +2 to your roll and damage.
- The summoned unit absorbs the damage from a single attack.
- The summoned unit scouts ahead as if it has the Scout ability.
- The summoned unit enchants and distracts another unit. That unit will focus solely on the spirit.

On a miss, your summoning works...but the summoned creature is beyond your control and furious that you have tried to enslave it!

Confounding Performance: You play an instrument...and get real weird with it.

When you play a song of kobold battle to intimidate a target unit, roll +CHA. On a 10+, you or your allies take +2 forward to the next Attack on the target unit. On a 7-9, you or your allies take +1 forward to the next Attack on the target unit. On a miss, your performance is so unsettling that nearby enemies immediately converge on you, desperately trying to stop your performance.

Cure: You can heal another by laying on your hands.

Roll +WIS. On a hit, you heal 1d6+WIS. On a 7-9, you absorb some of the wounds yourself, taking 1/2 the amount of damage healed, rounded up. On a miss, something has gone terribly wrong; did you read that incantation right? You feel searing pain in your hands, and take 1d4 damage from the failed attempt!

Even Bigger Ass Sword:

Prerequisite: Big Ass Sword or Even Bigger Ass Sword
Your parents have taught you how to wield a really big ass sword! You deal 1d10 damage on a successful

If I Can't See Them...: When you stay perfectly still to avoid detection, roll +CHA.

On a 10+, you become effectively invisible through the use of clever camouflage and showmanship. You stay invisible until you do something to draw attention to yourself. On a 7-9, you become invisible, but you must remain completely still to avoid detection. On a miss, your efforts at camouflage make you stick out like a sore thumb. You immediately draw the attention of nearby enemies.

Lucky: Once per mission, you may count a miss as a 7-9.

Ninjas...Sort Of: You've mastered the kobold martial arts, allowing you to make multiple attacks at once and increasing your effectiveness...sort of. When you make a successful Attack, roll your damage die twice and use the higher result.

Pet: You have a loyal and effective animal companion. When you fight with your animal companion, take +1 ongoing to Attack.

Reflexes: At the start of combat, roll +DEX.

On a 10+, you hold 3. On a 7-9, hold 1. Spend 1 hold during the combat to negate damage from a single attack directed toward you (after rolling the damage). On a miss, you've overplayed your hand and your reflexes have gotten the better of you. Your sweet moves have put you out in front of your friends, leaving you exposed and vulnerable.

Scout: When you scout ahead, you always spot the target before they spot you.

Sharpshooter: You have excellent aim and always hit the most vulnerable parts of your enemies. You gain +2 damage when using a ranged weapon.

Slay: You inflict an additional +2 melee damage on a successful Attack.

Tough: You gain +1 armor.

Thieves Fingers: You've picked up a few tricks that allow you to pick pockets and get those hard to reach items.

When you go for a score, roll +INT. On a 10+ you succeed in your theft and acquire the item you were going for. On a 7-9, you are successful, but you've

Tinker: When you try to tinker with a trap or lock, roll +DEX. On a hit, you disarm the trap or open the lock. On a 7-9, your tinkering garners unwanted attention. On a miss, you've done such a hamfisted job that you've exposed yourself, activating the trap or breaking the lock to a point that no one can pick it now.

Trip: You are trained at ankle-biting.

When you try to trip an enemy unit, roll +STR. On a hit, you trip the target unit, and it gains the prone tag. On a 7-9, choose two of the following:

- You attract unwanted attention.
- You also fall prone as well.
- You take 1d4 damage from the trip.

On a miss, your efforts place you directly in the path of the largest foe in the area; you have to scramble to avoid getting trampled!

Turn: You can attempt to hold undead at bay with your holy symbol.

When you try to turn back the dead, roll +WIS. On a 10+, 1d6 undead are turned and cower in fear or run. On a 7-9, a single undead minion cowers or flees. On a miss, you've done nothing but enrage the undead; their angry moaning summons more of their kind to the area.

Vision: When you petition your gods for divine guidance, roll +WIS.

On a 10+, your god gives you actionable details on what is to come; take 3 hold. On a 7-9, you get a vague notion of what is to come, but lack specifics; take 1 hold. You may spend your hold to add +1 to any roll; your god guides your hand to success. On miss, your god laughs at your request and your mind grows cloudy, take -1 ongoing to WIS rolls until you perform a sacrifice on their behalf.

Voice of the Wild: You can communicate with and attempt to command animals.

When you issue a command to a beast, roll +CHR. On a 10+, the beast does as you want. On a 7-9, the beast will do as you want but requires something in return first. On a miss, you've enraged the beast, with a yelp or howl it calls another of its kind! They both look awfully mad!