

NO COUNTRY FOR OLD KOBOLDS

VILLAGE NAME

EXPERIENCE

Assign Starting Stats

3, 2, 1, 0, -1

WARFARE

HARDINESS

INGENUITY

TEAMWORK

SECRECY

Population

4+Hardiness

Wants

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Starting Moves

Recruit

When you **recruit additional kobolds to help with a task**, give an inspiring speech and roll +Teamwork. On a 10+, you get two units of kobolds. On a 7-9, you get one unit of kobolds. On a miss the villagers lack of faith in you is demoralizing. All players take -2 to their next move in combat.

When you take units from the village, reduce your population respectively—one unit equals one population—until you bring those units back to the village. Starting Kobold Units deal 1d6 +Warfare damage and have ten (10) hit points.

Breed

When at least one kobold **returns from a mission and shares the vital resources obtained**, your village enters a breeding period; reset an appropriate want clock and roll +Hardiness. On a 10+, add 1d6 to your population. On a 7-9, add 1d6 to your population, but add a new want. On a miss, the distraction of the breeding season has opened you up to disaster! The GM immediately brings an external pressure to bear on the village.

Runaway!!

When your village is **raided by murderous outsiders**, roll +Secrecy. On a 10+, the raiders weren't able to locate any of your villagers; no population is lost! On a 7-9, the raiders found some of your villagers, but didn't find your main village! Subtract 1d6 from your village population. On a miss, the murderhobos find your village and slaughter your people; lose 2d6 population.

Stockpiles!

When at least one kobold **returns from a mission and hoards vital resources instead of sharing them**, roll +Ingenuity. On a 10+, the village gains three stockpile hold. On a 7-9, the village gains two stockpile hold. On a miss, the hoarding causes a backlash among the villagers, tick a single want clock twice, player's choice. No matter what, no want clocks are reset and the village does not Breed.

A Bit of the Ultra-Violence

Your kobolds have grown up extra violent! They deal an additional 1d4 damage when attacking from melee.

Band Together

When you huddle together for defense during combat, roll +Warfare. On a 10+, all kobolds involved gain +1 armor for the rest of combat. On a 7-9, all kobolds involved gain +1 armor until a kobold champion falls. On a miss, your cowardice wastes precious time, allowing enemy reinforcements to arrive!

Bounty of the Wild

By working together, your village is able to alleviate some want. For every two want clocks you reset, roll +Teamwork. On a 10+, you may reduce a single additional want clock by three segments. On a 7-9, you may reduce a single additional want clock by two segments. On a miss, your utter mismanagement of the natural resources surrounding the village puts you in a bind. Choose a want clock and increase it by one segment.

Fuck You, We Have a...

Your village gains a mighty protector! Of course, they want something in return...

This move can be taken multiple times, but only in the order listed below. These sorts of creatures aren't known for sharing; each time a new creature moves into your territory they run off the previous protector (and you no longer have to fulfill the previous protector's wants). Thus, you can only have one protector at a time. You may spend additional xp to skip protector levels, e.g. 14xp to go straight to Troll, 21xp to go straight to Necromancer.

...Wizard!

A wizard of some variety has taken up residence in your village! What sort of wizard is it? Gain four 1d6 damage, 10 hit point homunculi units for future raids. Add a new want to the village. Describe what it is and where it can be acquired.

...Troll!

A mighty troll has taken up residence in the village! What's its name? Gain one 1d12 damage, 20 hit point troll unit that regenerates three hit points per round. Add a new want to the village. Describe what it is and where it can be acquired.

...Necromancer!

A terrible necromancer has taken up residence in your village! Gain five 1d6 damage, 8 hit point skeleton units. Gain 2 additional units each time your village breeds. Add a new want to the village. Describe what it is and where it can be acquired.

...Dragon!

A mighty dragon has taken up residence in your village! What sort of dragon is it? Gain one 2d8 damage, 40 hit point dragon unit. Add a new want to the village. Describe what it is and where it can be acquired.

If any unit gained by this move dies, the unit is gone forever. You may, however, still buy the next level protector. If a protector leaves the village for any reason, their want goes with them. You don't have to find rotten fish to feed to your troll protector if he's been killed by a murderhobo.

Hardy Kobolds

Your kobold champions are hardier than other kobolds. They roll 2d6 (instead of 1d6) and keep the highest d6 for their hit points! At that point you're basically a tank! All active kobold champions may re-roll their hit points when this move is initially taken.

Kobold Healers!

Somehow you've passed down a few medicinal remedies from generation to generation! There are now healers in your village.

When you return to your village after a mission and seek relief, roll +Ingenuity. On a 10+, your healers make workable salves and ointments for your wounds; all player characters may set their hit points to max. On a 7-9, your healers have a few odds and ends that might offer relief; all player characters may set their hit points to max-2. On a miss, your healers have very little in the way of supplies; all PCs may set their hit points to max-3.

Kobold Riders

Your Kobolds are now mounted warriors! Describe what your kobolds ride and how they domesticated these beasts. Your kobold champions always succeed when you try to escape combat. Add a pressure to describe the beasts that prey on your domesticated animals.

Sapper Units

You now have the ability to recruit sapper unit kobolds as well as regular kobold units. When you roll recruit, determine how many units you want to be sappers and how many you want to be normal units (up to the total allowed by the recruit move). These suicidal units deal 1d6 damage and have 8 hit points as well as the move EXPLOSIVES! Any champion kobold can trigger the EXPLOSIVES! move: the sapper unit deals 1d10 damage to all near units, including allies and player characters.

Stronger Together

Once per combat any number of PCs may join together as a unit for up to three rounds. The players now attack as one unit dealing 1d12 + number PCs involved in damage. Any damage taken by the unit is spread evenly amongst the PCs in the unit. The unit is dissolved after three rounds or as soon as one of the PCs dies.

Village Fortifications

Your village has erected fortifications that minimize population damage when the village is raided. Whenever your village is attacked you may roll your population loss twice and take the lower result.

Village Improvements

You may increase a single village stat by +1 (max +2). This move may only be taken once. Tell the GM what your kobolds do to improve their village.

Wellspring

You've uncovered a magical totem in your village. What is it? All kobold champions immediately gain +1 to any single stat. This move can only be taken once.

The following Moves cost 14XP.

Any marked with * become basic moves for all Kobolds

Higher Education

All kobolds immediately gain +1 ability. Each subsequent generation now gains 2+WIS abilities in addition to their one inherited ability

Hive Mind

The kobolds are now able to share simple thoughts and feelings. Whenever a kobold is in the company of other kobolds and would roll +INT, they may now roll +Ingenuity instead. This ability has a distinct visual affect, explain what it is and how others react to it.

Kobold Rage*

When you unleash your kobold rage and charge an enemy unit, roll +Warfare. On a 10+, your rage is ferocious and true...but you also become reckless; gain +2 to STR and -2 to CON for five rounds. On a 7-9, it seems like you're pretty upset and very reckless! Gain +1 to STR and -2 to CON for five rounds. You cannot unleash your rage again until the next mission.

Some Words Have Power*

Some thoughts have a certain sound, that being the equivalent to a form. Through sound and motion, you are able to paralyze nerves, shatter bones, set fires, suffocate an enemy, burst his organs...or something. Probably just the paralyze thing. Speak the words and roll +Hardiness!

On a 10+, you speak a power word and add the paralyzed tag to target unit. On a 7-9, you speak a power word and add the paralyzed tag to target unit and choose 2:

- You draw unwanted attention.
- You take 1d4 damage from the strain of the word.
- You are knocked back and fall prone.

Spot Me, Bro.

The kobolds have learned to work well together when attempting feats of strength thanks to excellent coaching by the elder kobolds. Whenever a kobold is in the company of other kobolds and would roll +STR, they may now roll +Warfare instead.

Ten Mouths are Better Than One

The kobolds of your village have learned to play off each other's lies and pleas, making you all more convincing as a group. Whenever a kobold is in the company of other kobolds and would normally roll +CHR, they may now roll +Teamwork instead. All PCs should explain how they're helping the current player's kobold. What form does your help take and what complications might it add if this whole thing fails?

Wonderkobold Powers Combine*

When you enlist a friendly unit to aid you in your efforts, roll +Teamwork. On a 10+, take +3 to your next roll as they come to your aid. On a 7-9, take +1 to your roll, but the unit is exposed to danger and suffers 1d6 damage from a nearby enemy unit.

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