

COFFEE SNAKE STUDIOS PRESENTS

KOBOLDLY GO!



A ONE-PAGE RPG

KOBOLDLY GO!

One-Page RPG by Andrew Rasmussen. Edited by Teal Briner. Cover art by Rachel Gibson; Twitter: @pidraws

...where no lizard has gone before.

Space, the final frontier...

... where no one can hear you scream.

I have one job on this ship!

Roll 1d8 to determine your job and the talent that comes with it. There can only be one captain, and if by the end of character creation there is not one, elect a captain from among the party, that Kobold replaces their job with Captain.

- 1. Captain:** *Make it so.* At the end of a Planning Phase, you can issue an Order. Nobody is obligated follow it, but they may add 1 die to a roll as long as they continue to do so.
- 2. Security Officer:** *By Grabthar's Hammer.* If the target of your attack has damaged your ally, crew, or ship, you may add 1 die to the roll.
- 3. Science Officer:** *Reverse Polarity.* In a ship Encounter, you can, on your turn, boost a room, doubling its effective power for that turn. At the start of the next turn, the room is inoperable and must be repaired.
- 4. Communications Officer:** *Never give up! Never surrender!* If an ally can hear you, including with ship systems or personal gadgets, you grant +2 die with Plan and Help actions.
- 5. Doctor:** *Dammit, I'm a doctor!* You can use your action to move a Kobold up one stage on the condition track.
- 6. Pilot:** *Evasive Action!* You can use a Cleverosity or Speedery check to cause an attack to target different part of the ship on a mixed success or to target another ship on a complete success if possible.
- 7. Engineer:** *Givin' Ya All She's Got!* Rooms you are in are treated as if they have an extra unit of power and your gadgets work better.
- 8. Ensign(s):** *Expendable.* Death holds no meaning for you. You 'die' when you are *Wounded*, but you are replaced in 1d4 turns with a near exact replica.

Resistance is Futile

Roll 1d12 to determine your color, typically based on the dragon your ancestral clan served, lived near, or worshipped. In addition to determining the color and sheen of your scales, the influence of the dragon's personality tends influence their kobolds. Mutts are a mottled brown color with a slight shimmer or iridescence to their scales; their ancestors came from many different clans or were from a clan that never had a dragon patron.

1. Red (Flaming Pride)
2. Green (Verdant Influencer)
3. Blue (Electric Haggler)
4. Black (Acerbic Cunning)
5. White (Frigid Intensity)
6. Gold (Burning Justice)
7. Silver (Cold Logic)
8. Bronze (Galvanic Honor)
9. Brass (Conflagrant Loquaciousness)
10. Copper (Shocking Humor)
11. Mutt (Grounded Empathy)
12. Roll twice, take both (reroll extra 12s).

Never tell me the odds!

To determine your stats, roll 1d4 five times, dropping the lowest value, and assign them to the stats below.

- 1. Braverism:** Used to appear confident, shake off fear, and convince people to listen to you. Used in Combat to help allies and determine the turn order.
- 2. Cleverosity:** Used to be witty, recall information, and get creative. Used in Combat to outwit a foe.
- 3. Speedery:** Used to react quickly, to move speedily, and to use your deft claws. Used in Combat to dodge.
- 4. Mightitude:** Used to hit hard, move heavy things, and to resist damage. Used in combat to attack.

Captain's Log: Stardate 1513.1

Fill out the log with your Kobold's past. Who are they? How did they get to where they are? Why did they join the fleet? Do they have "history" with any other member of the crew? What do they hope to find on their mission?

Name: _____

Job: _____

Color: _____

Braverism: _____

Cleverosity: _____

Speedery: _____

Mightitude: _____

Condition Track:



Log: _____

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Build your Wessel

When the game starts, have your Kobolds design the ship. The ship is assumed to have life support, including food synthesis, and a reactor without placing them on the ship's layout. With a standard deck of playing cards, sort out the below options. Draw the Aces and shuffle the rest of the cards. Each player draws 2 cards. A typical playing card has a dimension ratio of 5 units wide to 7 units long if you need to create this arrangement digitally.

Build your ship from the drawn cards on the table; rooms are connected and have a door between them if they share a side. Most rooms can connect to up to 2 others. The Command Deck and hallways can connect to up to 4 other rooms. The Command Deck is always powered and does not count against your reactor's production. If a room is labeled with (C), it must be crewed to function. Rooms only provide their function if they are functional and powered.

If a room is inoperable through damage, hacking, or reversing the polarity, a Kobold can spend their turn repairing it and by making a Cleverosity roll, restoring it to working order on a mixed success, and providing a bonus unit of power for one turn on a complete success.

Make it Go!

A ship's reactor produces 1 unit of power per player and has an initial Hull value equal to the number of rooms. A ship is destroyed or disabled when its hull reaches 0. On your side's turn, in the Planning Phase, the Captain confers with the crew to determine a general course of action, assign power to the ship's systems and rooms, and typically issues an Order. In the Action Phase, each Kobold takes a turn moving up to their Speedery in rooms and performing some action in a room. If a room is performing an action autonomously, add half of the reactor size (rounded down) in place of a stat.

The ship's weapons system has a pool of dice equal to the amount of power that it can use to make one or more attacks. If a ship's weapon's bay is crewed, each attack can be targeted at a specific room. If the weapons bay is not crewed, determine which room was attacked randomly. Resolve each attack in the order it was determined. Roll 1 attack per power to the weapons bay against the power of the defending ship's engines. A mixed success on an attack damages the room, rendering it inoperable, deals 1 damage to the ship's Hull, and causes any crew member to go down one step on the condition track. A complete success starts a fire, which must be extinguished with a Kobold's turn before repairs can begin.

Beam Me Down!

To perform any action where failure would have an interesting narrative consequence, including to attack something, seduce an alien, or operate a ship system, roll 1d6 per point of the stat most aligned with what you are trying to do plus any bonus dice that apply from abilities or circumstances. If the highest die is a 6, the action is a complete success, accomplishing the goal. A 5 or 4 on the highest die is a mixed success, and the action succeeds at a cost, comes with a hard choice, or the action will have negative repercussions. A 3 or below on the highest die is a failure or a pyrrhic victory.

The most common actions in combat are Help, Plan, Dodge, and Attack. A mixed success on Help grants an ally 1 die to their next action. A mixed success on Plan grants the kobold 1 die to their next action. A mixed success on Dodge prevents an attack this round against the Kobold or an ally chosen before the roll. A mixed success on attack moves the creature one stage down the condition track. A complete success on any action grants 1 die to the next action taken by the kobold or an ally the kobold chooses.

Average opposition numerically resembles the player's ship and crew. Ship combat can be made easier or harder most easily by increasing or decreasing the opposition's Hull or Reactor.

Command Deck – (C)

Ace of Clubs

Allows the Captain to allocate power to rooms, contains the Helm (piloting) and Kobolds can operate most rooms from here, if not to their full extent. Cannot be damaged by ship weapons.

Transporter – (C)

Ace of Hearts

Allows one Kobold per unit of power to transport to a location on a nearby planet or another ship.

Engines –

Ace of Diamonds

Allows the ship to move and reposition. Reduces the dice pool of an opposing ship's weapons systems by 1 for every unit of power.

Weapon Bay –

Ace of Spades

Used to control the ship's weapons. Each unit of power provides 1 die to the attack pool. If crewed, the Kobold can choose the room each attack targets.

Communications and Sensor Array –

(C)

King of Hearts

Used to send messages off-ship and gather information. Able to send 1 message or perform 1 scan per unit of power. A scan can identify the rooms on the opponents ship or locate its crew.

Shield Generator –

King of Diamonds

Protects the ship from damage; In all around mode, the shields block 1 successful attack per power. In focused mode, the shield blocks 2 successful attacks per power but only covers half (fore, aft, port, or starboard). Configuration must be changed manually.

Science Laboratory – (C)

King of Clubs

Used to run experiments, perform research, and generally do "SCIENCE!"

Machine Shop – (C)

King of Spades

Contains all the necessary equipment to make repairs to the ship; can bring 1 inoperable room back online per unit of power.

Med Bay – (C)

Queen of Hearts

One Kobold per unit of power moves one spot up on the condition track.

Brig –

Queen of Spades

Used to lock up prisoners, quarantine specimens, or as a secure storage area.

Barracks –

Queen of Clubs

A place to comfortably sleep.

Mess Hall –

Queen of Diamonds

A place to make and serve nice meals.

Hallways –

2, 3 and 4 of all suits.

Used to get from one room to the other. Usually does not contain choppy, crushy things.

Holo-deck –

Joker (or Jack of Hearts)

Provides entertainment. It's perfectly "safe".

Recreation Hall/Gymnasium – *Jack of Clubs*

Allows the crew to exercise and burn off steam.

Escape Pod Bay –

Jack of Spades

Jettisons escape pods (with optional cryo-stasis) in the event of disaster; can jettison one pod containing one Kobold per unit of power.

Computer Mainframe –

Jack of Diamonds

Coordinates ship functions, Kobolds can manually use to attempt to hack into a ship's computer systems, rendering a targeted room inoperable for one turn for every success the hacker exceeds the target. This does not damage the target ship's Hull. Roll 1 die per unit power in addition to your stat to attempt to hack. The defending ship rolls dice equal to the size of their reactor.