

KOBOLDLY GO!

One-Page RPG by Andrew Rasmussen; edited by Teal Briner

...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 can roll twice and take the better result if they do.
- 2. Security Officer:** *By Grabthar's Hammer.* You roll twice and take the better on rolls to attack anything or anyone that has damaged your ship or crew.
- 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 can spend your turn to grant an ally your Braverism or Cleverosity to the number of die they roll.
- 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!* If you use your turn to dodge, you can increase the number of successes needed to hit you or a vessel you control by the successes on a Fastness or Cleverosity roll.
- 7. Engineer:** *Givin' Ya All She's Got!* Rooms you are in are treated as if they have an extra unit of power.
- 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, and in addition to providing the color and sheen of your scales, tends to influence your personality. 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 Influence)
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.
- 2. Cleverosity:** Used to be witty, recall information, and get creative.
- 3. Fastness:** Used to react quickly, to move speedily, and to use your deft claws.
- 4. Mightitude:** Used to hit hard, move heavy things, and to resist damage.

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: _____

Fastness: _____

Mightitude: _____

Condition Track:

Healthy



Injured (-1 to rolls)



Wounded (-2 to rolls)



Dying (can't act, or -3 to rolls)



He's Dead, Jim

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.

Build your ship from the drawn cards on the table; rooms are connected and have a door between them if they share a side. Rooms can connect to at most 2 other rooms. The Command Deck and hallways can connect to at most 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. When you have completed your ship, if possible, put a weighted clear plastic sheet over it, or draw it on a battle-map to prevent the rooms from getting rearranged accidentally.

If a room is inoperable through damage, hacking, or reversing the polarity, a Kobold can spend their turn repairing it, restoring it to working order.

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 planet or another ship.

Engines –

Ace of Diamonds

Allows the ship to move and reposition. Adds 1 die to avoid attacks per unit power. If crewed, the Kobold can attempt to dodge all attacks with a single roll.

Weapon Bay –

Ace of Spades

Used to control the ship's weapons. Each unit of power provides 1 attack. If crewed, the Kobold can choose the room each attack targets, and may group attacks together, providing 1 die to the roll per attack grouped.

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 damage per power to the ship. In focused mode, the shield blocks 2 damage 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.

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. In a ship-based Encounter, roll reactor size in d6s to determine turn order. On your side's turn, in the Planning Phase, the Captain confers with the crew to determine a general course of action and typically issues an Order. In the Action Phase, each Kobold takes a turn moving up to their Fastness 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.

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, drop 1d20 per attack and attempt to damage the closest room to where the die stops. Resolve each attack in the order it was dropped or declared. Roll 1 attack per power to the weapons bay against the power of the defending ship's engines. A successful 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 ship is destroyed or disabled when its hull reaches 0.

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.

Beam Me Down!

To perform any action, including to attack, seduce, or operate a ship system, roll 1d6 per point of the stat most aligned with what you are trying to do. On a 4 or above, you get one success. To succeed, you must get enough successes to meet the difficulty of the task or overcome an opposed roll from your opponent.

If combat or other time sensitive Encounters begin, roll Cleverosity or Fastness to determine the action order. If you are attacked, you can roll Mightitude or Fastness to avoid the consequences of the attack. If you fail, you go down one step on the condition track. You can only go down one step per turn, either on an away mission or on the ship.

To the DM:

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. Feel free to give your crew useful gadgets and gizmos, and rewards for away missions could include hull repairs, an increased reactor capacity, or even new rooms to add to the ship.

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.