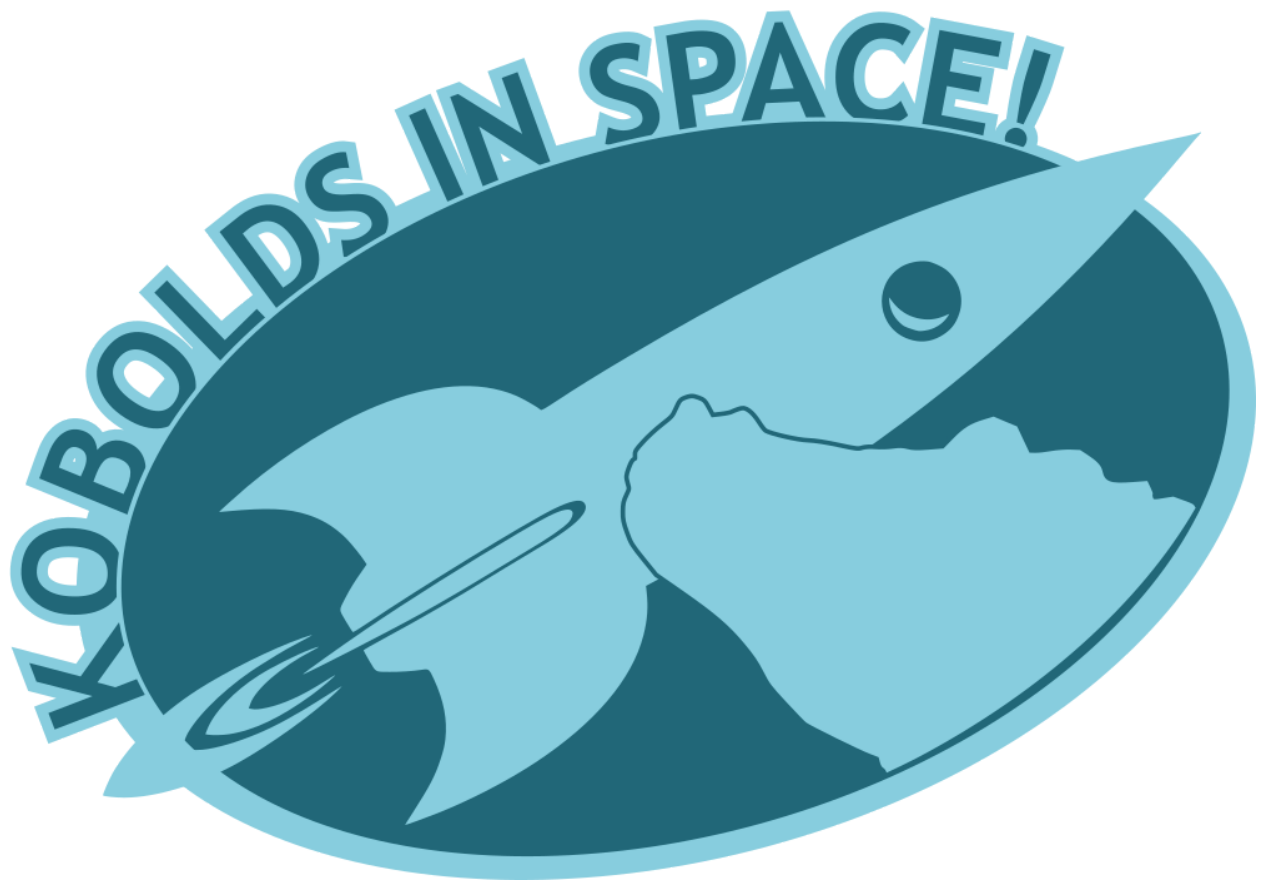




Overview

You're kobolds! In space! The Multi-World Kobold Empire has not been seen for centuries, but your clan has found some ships and is doing its best to build it up once more!

Over the course of your journey you will explore uncharted territory, face challenging situations, and do your best to not get pulped in the process, because resurrections are expensive.

Science? Fantasy? Both!

It is worth noting that kobolds, elves, and sorcerers are all fantasy elements, while spaceships and robots are obviously sci-fi. There are some who prefer these two genres to stay separate, like different kinds of food on their plate.

It is highly suggested that those who play this game not take themselves too seriously, mixing their proverbial corn and roast beef into their mashed potatoes and enjoying the new flavor and texture combination they've created.



It's OK if you want to insist that [thing] doesn't fit [genre]. If that's the case, assume that KOBOLDS IN SPACE! Is its own, new, shiny genre cobbled together out of parts from other, older, more polished genres. There's plenty of room for [thing] here, if the players at your table (physical or digital) agree to it.

If you are still attempting to fit KOBOLDS IN SPACE! into preexisting boxes, consider this game to be low fantasy and soft science fiction. If there's a genre meant to be taken seriously, this game isn't in it.

What's a kobold?

Kobolds are chaos. Kobolds are organized. Kobolds are happy and friendly. Kobolds are cruel and cowardly.

Many games have described kobolds as little lizard people and tiny dragons. Some games and novelizations have made them be much more fuzzy, but still with a significant number of teeth. German folklore described them as a kind of sprite or house spirit. This game assumes your headcanon is more along the lines of "chaos lizard people," but makes no requirements towards your perception aligning with that assumption.

Do they have to be kobolds?

In a word ... no. It is hoped that you, the reader of this document, might enjoy playing an adorable little chaos lizard, but maybe you just don't feel like it today, and that's OK! Kobolds have made allies with other sentient (and at times, non-sentient) species throughout the millennia, and your character(s) might be one of those. The designation of "kobold" is just a word. The character creation rules are designed to allow for any species.

Important Terms

- d6: A six sided die, like what is included in many board games. 2d6 is two six sided dice, meant to be rolled at the same time.
- GM (Game Manager): The "referee" of the game, who sets the plot and declares how the universe reacts to the decisions and rolls of the player characters (PCs). It is worth noting that the GM is also a player, just one with more responsibility.
- NPC (Non-Player Character): Any entity in the game that could be called a character but is controlled by the GM rather than one of the other players.



- PC (Player Character): The character, usually a kobold, that is controlled by a player that isn't the GM.
- Player: Any real person who is playing the game along with you. The Player is often differentiated from the GM, but the responsibilities have a lot of overlap. The main difference is that the Player controls a single PC (Player Character) while the GM (Game Master) controls everything else.

Missing Rules

The goal of this game is to have fun, but not have the entire session be spent looking through this document for a specific ruling. If a rule does not exist for a specific scenario that has come up, the rule exists but cannot be found quickly, or the GM just has a better idea to use in that moment (i.e. “The Rule of Cool”), then the GM is allowed to do whatever they feel is best to ensure that everyone playing is enjoying themselves.



Stats

The Names

Every kobold has four stats to help define how well (or poorly) they can accomplish tasks:

- **Order (O):** Construction, healing, repairing, leadership, and some kinds of creativity. If the Order Stat is involved, the character is almost certainly not going to do damage as a result of the roll.
- **Chaos (C):** Unpredictability, destruction, and some kinds of creativity. If the Chaos Stat is involved, there is a good chance that the character will do some damage on a successful roll.
- **Brains (Br):** Intellect, wisdom, recollection, willpower, resistance to mind altering effects, and education
- **Body (Bo):** Strength, speed, dexterity, resistance to disease/poison, and general durability



The Numbers

Each of the four stats can have a base score from 0-6. During character creation, you have two options.

- **Set Points:** Distribute 12 points any way you like between the four stats up to a maximum of six (6) points per stat, then add an additional two (2) points each to Brains and Body, unless adding those points will take the stat above six (6) points..
- **Die Roll:** Roll a d6 for each stat, then add an additional two (2) points each to Brains and Body, up to a maximum of six (6) points per stat.

If using the Set Points option, you may have noticed it would be a “waste” to put more than 4 points into Brains or Body as the built in +2 bonus will take you to the cap. You may still choose to do this, simply because you can invoke the “No, no, this is funnier” rule. (This is not actually a rule, but there was a strong temptation to make it one.)

While the Die Roll option can lead to a combined total of stat points higher than 16, it can also lead to a much lower number.

One might be inclined to “max out” a character with a stat of 6, but the rules for critical failures make this only helpful for rolls that are Double Stat Checks (see below).

Damage / Endurance

This game does not have a separate stat for Hit Points, but instead uses the Brains and Body stats. If a character is taking mental/psychic/emotional damage, their Brains score will be temporarily reduced. Likewise, if they are taking physical damage, their Body score will be temporarily reduced.

Order and Chaos stats are rarely expected to change.

A kobold can survive with a stat of 0, but falls unconscious if their stat goes into a negative number.

It is suggested that each occurrence of damage be 1-2 points only, or you might have a VERY short game.

Recovering Stats

Stat reduction should rarely be permanent. A kobold can regain lost stat points through magic, medical care, or the staple method of all RPGs everywhere: taking a nap. The number of points that is recovered is up to the GM's interpretation.



Careers

Other games may have class, but this one has careers. A table of sample careers has been provided, but really a kobold's job can be anything the GM will allow.

A career may influence the nature of what basic gear a kobold might have on them, what NPCs they may know, and what fancy things they might be able to do with their Stat Checks, but actual results are determined by the GM rather than a written in stone ruling.

A kobold with the career of Mechanic, for example, might be able to roll to help a robotic companion recover some Body points. A kobold with the career of Mayor might not always be given the same opportunity.

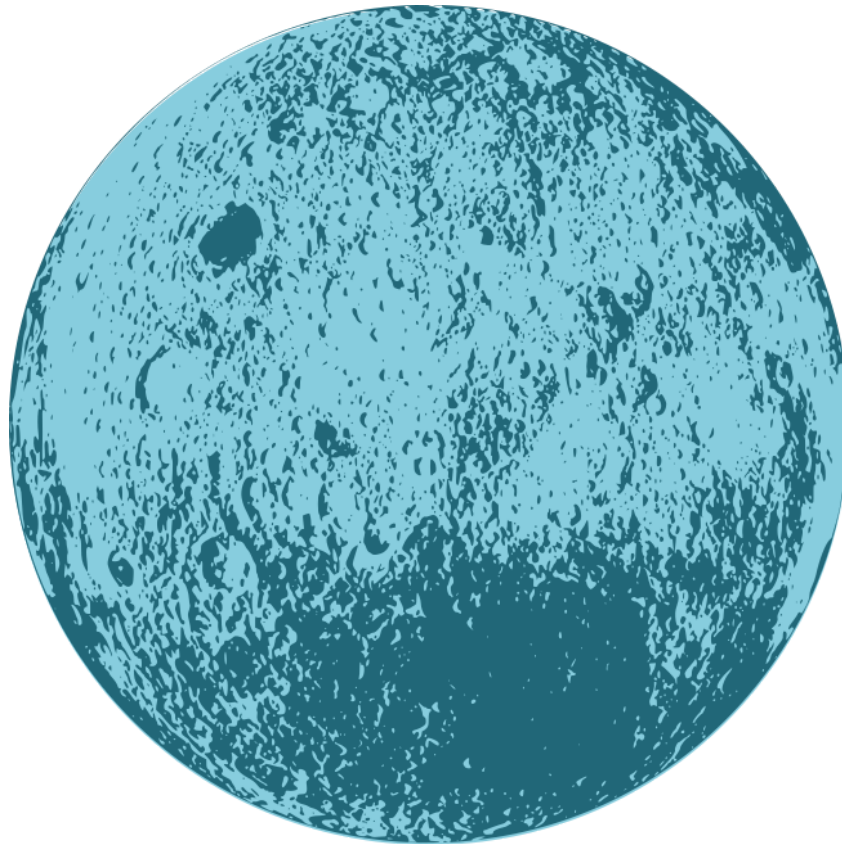
Table 1: Sample Kobold Careers (Numbered 2-12 if you want to roll 2d6 to pick randomly)

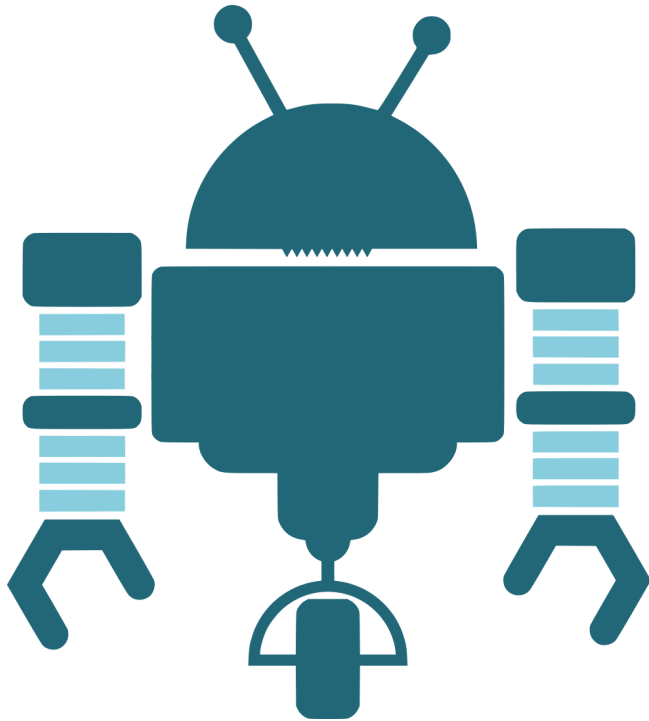
2. Soldier/Guard 3. Pilot 4. Medic 5. Mechanic	6. Politician 7. Spellcaster 8. Performer 9. Historian	10. Spy 11. Cook 12. Cartographer
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Turns/Events

Many games will have time divided into turns or rounds. In this game, every moment where a character is making a Stat Check (see below) is called an Event. Because combat is resolved using contested rolls (see below), a big bad monster will not stand around waiting for each character to take their turn hitting it but may in fact be retaliating against each character as their attacks are made.

This can make combat much more dangerous, but you're kobolds. You kind of expected that.





Stat Checks

You will occasionally be asked to do something, or perhaps declare that you want to accomplish a specific task. When you do, your Game Master (GM) will tell you what stats you are rolling against. It could be a single stat or a combination of two.

Single Stat Check

If it's a single stat, you will roll a single d6. A roll above your stat score is a failure, a roll below it is a Success, and a tie is a Mixed Success, where the outcome is not quite what you wanted but not quite a failure. Mixed Successes are left up to the

interpretation of the GM, and their severity may vary depending on the game and mood of the players.

Example: Marwyse is trying to remember a friend's favorite bacon pie recipe. The GM declares this is a Brains roll, so Marwyse rolls a d6. Marwyse is a rather brainy kobold, so her Brains stat is 5. If she rolls a 6, she can't remember the recipe. If she rolls a 1-4, she remembers it. If she rolls a 5, she remembers most of it but somehow forgot about the oregano, one of the more crucial ingredients.

Double Stat Check

More often than not, an action will fit into more than one single stat's purview. In that case, the two stat scores are added together and 2d6 are rolled. The results are otherwise treated the same as Single Stat Checks.

Example: Gox has decided to cut the statue's head off, to ensure it's dead. This is a destructive act that requires physical prowess, so it is a Body/Chaos check. Gox is a swolbold with a Body of 6, but as a loyal protector of the weak has a rather low Chaos score of 2. When Gox rolls 2d6, he will fail to hit the statue if he rolls above an 8 (6+2), cut the head off with a roll of 2-7, and with a roll of 8 Gox will likely hit the statue but might not manage to take the head off completely.

Mixed Successes and Damage

In the case where damage is being attempted or prevented, a Mixed Success will result in the expected damage being halved, *rounding up*. This reduction does not stack with multiple Mixed Successes from the same Event.

Critical Successes and Failures

The lowest and highest rolls possible (1 & 6 for Single Stat Checks and 2 & 12 for Double Stat Checks) can be considered Critical Successes and failures, respectively. Regardless of the number required by the Stat Check, a 1 (or 2, if a Double Stat Check) will always be a Success and a 6 (or 12, if a Double Stat Check) will always be a failure. To this end a kobold with 0s or 6s in certain stats will still have a chance to succeed or fail, it'll just be a bit more uncommon.

The GM is encouraged to go over the top when describing the results of a crit, one way or the other, without actually adding to or taking away from the mechanics of the result.

Contested Stat Checks

While combat would be the most obvious example, This would come into play any time two individuals are vying for different results. When that happens, rolls are made for both characters using whatever stats are relevant for their actions. If neither character succeeds, the status quo is maintained. If one side fails and the other succeeds, the winning side gets their desired effect. If both sides succeed (even if one has a Success and the other has a Mixed Success), it is another Mixed Success where neither side gets exactly what they want, but they don't leave empty handed.

In the case of rolling a Mixed Success, if the outcome would result in damage being dealt, the damage is halved (round up). This does not stack with multiple Mixed Successes.



Table 2: Damage Dealt Through Contested Stat Checks (This assumes both characters are attempting to do damage with a Chaos/Body or Chaos/Brains roll. If one side is doing an Order roll, no result of theirs will do damage to their opponent.)

	Character 1 rolls a Failure	Character 1 rolls a Mixed Success	Character 1 rolls a Success
Character 2 rolls a Failure	C1 does no damage C2 does no damage	C1 does ½ damage C2 does no damage	C1 does full damage C2 does no damage
Character 2 rolls a Mixed Success	C1 does no damage C2 does ½ damage	C1 does ½ damage C2 does ½ damage	C1 does ½ damage C2 does ½ damage
Character 2 rolls a Success	C1 does no damage C2 does full damage	C1 does ½ damage C2 does ½ damage	C1 does ½ damage C2 does ½ damage

Example: Sox (O1 C5 Br2 Bo4) is attempting to stab the Floating Brain Monster in the ... brain. Sox is trying something physical and destructive, so this is a Body/Chaos roll for him. With a Body of 4 and a Chaos of 5, he's hoping for a roll lower than 9 when rolling 2d6.

The Floating Brain (O2 C3 Br6 Bo1) is ... a floating brain. It is going to try to block this attack with a psychic force field by using its INCREDIBLE BRAIN POWERS. This is a defensive move so it's an Order roll, but also... because of the whole mental powers thing, Brains. it's hoping for a roll lower than 8.

For the sake of this combat, the GM has decided that a solid hit by Sox should do 2 points of Body damage. The Floating Brain only has a Body of 1, so anything better than a Mixed Success will take it down.



If Sox rolls over 9 (his target number) and the Brain rolls over 8 (its target number), the brain doesn't bring up its psychic shield, but it doesn't matter because Sox missed anyway.

If Sox and the brain both roll lower than their target numbers, Sox hits the shield but gets through a little bit to do half damage, rounded up. This takes the Brain down to Body 0, so it's still figuratively kicking.

If Sox rolls lower than his target number but the brain rolls higher than its target number, it's taking a dagger right to the frontal lobe, taking the brain down to Body -1 and ending the fight.



If Sox rolls a 9 (exactly his target number), and the brain rolls a 12 (critical failure), it will still only take half damage (rounded up) as this is a Mixed Success. As previously stated, this takes the Brain down to Body 0 and it is still in the fight until it takes one more Body point of damage.

It is also possible for a character to decide that the best defence is a good offense (particularly if they have a high Chaos stat), in which case both characters might end the Event taking damage.

Advantage/Disadvantage (Optional)

If the GM chooses, they may give a character the chance to reroll a single die during an Event. For cases of Advantage the character would keep the lower number, and for cases of Disadvantage the character would keep the higher number.

Neither Advantage nor Disadvantage stacks. (There is no such thing as “Double Advantage.”) If Advantage and Disadvantage are both being applied to the same character, they cancel out and no dice are allowed to be rerolled.

A player may make a case for why their character should have Advantage (or shouldn't have Disadvantage), but it is the GM's call either way.

Static Skill Check Numbers (Optional)

By their nature, many kobolds are cowards. They don't fling themselves into danger if they don't have to. An average kobold can go an entire lifetime without losing a Brain or Body point, and if they do, they'll just retreat and take a nap.

But you're not an average kobold, are you? You're one of the Kobold Empire's finest. Maybe your capabilities don't decrease when you've taken a hit or two. Using this optional rule, you still track how many hits you've taken - Brain and Body - but roll your full Brain and Body stats no matter how much damage you've taken. Once you go below zero in either stat, though, you're unconscious - essentially, forced to take a nap - but until then, you're a tough adventurer and can operate at full capacity until the lights go out.

Building the Campaign

As stated at the beginning, any and all of these rules can be ignored, resulting in a game where the players make bird characters living in underground tunnels, and that's fine!

Plot

With that said, chances are you're looking at this document because you want to see kobolds in space.



Your adventures might lead anywhere, but your starting point should be summarized in a single sentence.

“The kobolds are on a(n) [location] to [mission], but will likely encounter a(n) [problem].”

Of course you can replace the [location], [mission], and [problem] with whatever you want, but some suggestions are included in the tables below. Numbers are included in case you want to roll 2d6 to randomly select your plot.

Table 3: Plot Generator

Location (Part 1)	Location (Part 2)	Mission	Problem
2. Friendly	2. Asteroid	2. To explore!	2. Artificial Intelligence bent on multi-world domination O4 C1 Br6 Bo3
3. Hostile	3. Moon	3. To loot everything not bolted down too securely	3. Detachment from the Elf Armada O4 C3 Br5 Bo4
4. Derelict	4. Space Station	4. To find the last group of kobolds who came here	4. Elder gods hailing from the dark spaces between the stars O-0 C6 Br6 Bo6
5. Airless	5. Spaceship	5. To find a rumored secret weapon	5. Floating Brain O2 C3 Br6 Bo1
6. Filled/Covered in Poisonous Gas	6. Ringworld	6. To find a way to break someone else's secret weapon	6. Living asteroid that intends to follow the kobolds

			home like the largest puppy O2 C3 Br1 Bo6
7. Overgrown	7. Dyson Sphere	7. To claim this [location] in the name of the Kobold Empire!	7. Old lich that wants everyone to stay off of their "lawn" O5 C2 Br6 Bo3
8. Looted	8. Planet	8. To make friends!	8. Rival band of kobolds O3 C3 Br4 Bo4 (Or stat up individual members)
9. Burning	9. Space Whale	9. To rediscover lost technology	9. Refugees with parasites. Big parasites Refugees: O2 C4 Br0 Bo0 Parasites: O3 C4 Br2 Bo3
10. Frozen	10. Pocket of Folded Space	10. To find lost magical items	10. Robot spiders! O3 C3 Br2 Bo4
11. Haunted	11. Time Vortex	11. To find and defeat a powerful enemy	11. Semi-intelligent metal eating slime O0 C2 Br1 Bo5 Fire (or other element type) will do a minimum of two points of Br even on a Mixed Success.
12. Infested	12. Battlefield (roll again to determine battle location)	12. Kobolds were not paying attention during the briefing (roll again to find actual reason, don't tell party)	12. Undead Sample Pack (Swarm of zombies and skeletons) O0 C5 Br2 Bo6

Transportation

Of course if your kobolds are in space, they had to get there somehow. Their ship composition can vary, of course, but here are some ideas...

Table 4: The Ship

Name (Part 1)	Name (Part 2)	Attribute 1	Attribute 2
2. Red	2. Moon	2. Stealthy & unarmored	2. Annoying AI
3. Orange	3. Comet	3. Speedy & unarmored	3. Inconveniently crossed circuits
4. Yellow	4. Star	4. Maneuverable & unarmored	4. Unpredictable power source
5. Green	5. Saber	5. Reliable (May override Attribute 2)	5. Drifts to the right
6. Blue	6. World-Eater	6. Self-Repairing	6. Haunted
7. Violet	7. Dancer	7. Flamboyant & speedy	7. Recently “found”
8. Dark	8. Looter	8. Slow & armored	8. Too cold
9. Light	9. Phlogiston	9. Flamboyant & armored	9. Constant odd smell
10. Frenzied	10. Fireball	10. Hard to maneuver & armored	10. Interior design ... changes
11. Maniacal	11. Mecha	11. Too Many Weapons!	11. Water pressure shifts between slow drip and power wash
12. Ancient	12. Raptor	12. Prototype hyperdrive	12. Leaves visible smoke trail

Optional Ship Stats: You could stat the ship up, if you want. If you do so, it's suggested to use stats ranging from 0-24 and either do Set Points with 48 points to distribute or roll 4d6 per stat. Some of the attributes in the table above might affect the game mechanics of the ship, but those ideas will not be explored in this edition of KOBOLDS IN SPACE!

Gear

As the game progresses, the kobolds are probably going to find nifty things! While basic gear in this game is rather nebulous and kind of always there when needed (like ammunition in most action movies), it's always nice to hand over a shiny trinket that has extra features that actually affect gameplay.

It's possible to have an item that will affect one of the four core stats in a blanket way, but it is suggested that you not do this because it's boring. Rather, consider giving items that can adjust rolls in only specific situations.

Sample Gear:

- **Awesome Dagger of Sneak(?) Attacks:** Magic item that allows the wielder to count a Mixed Success Body attack as a Success, provided they yell "*Sneak attack!*" during the event. This ability can only be used once after the character takes a nap. If given to another character, that character must take a nap before this item can be used.
- **Button of Uselessness:** 1 time use tech item. This large, red button can be stuck onto any flat surface, horizontal, vertical, or otherwise. A short time after it has been placed, any character (friend or foe) nearby must succeed a Brains roll to avoid pressing the button. Pressing the button does nothing, but this action takes the place of anything that might otherwise be done during an Event if the Brains roll is failed. The button can be pressed 1-6 times before it breaks and no longer compels others to press it.
- **Encyclopedia of Stuff I Totally Knew:** Magic item, though a tech item with the same attributes might also be included. Once per nap, the wielder of this book may add 2 points to the target number of any uncontested Brains roll, or 1 point to the target number of a contested Brains roll. If given to another character, that character must take a nap before this item can be used.



- **Medkit:** 1 time use tech item that allows a character not skilled in medicine to make a Brains/Order roll to restore 2 lost Body points, or 1 on a Mixed Success. If the character has medical training, restored Body points may be doubled.
- **Potion of Healing:** 1 time use magic item that can restore 1 lost Body point. Using counts as an Event but no roll is needed unless it's contested.
- **Tinfoil Helm of Shielding:** Tech item that allows any Brains damage done to the wearer to be counted as a Mixed Success. If Body damage is taken while worn, roll 1d6. On a 6, the Tinfoil Helm is nonfunctional until the next time the character takes a nap.

The GM is encouraged to create their own gear, flavored for the campaign, the characters, and the players controlling those characters, but these are samples that might work well. Players might even come up with their own ideas for items to be included with the GM's approval.

Adversaries

Monsters, Enemies, Mobs, different games call them different things. They might be moustache twirling antagonists looking to tie the helper NPC to a proverbial (or literal) railroad track, or they might simply be NPCs who see themselves as the heroes of their own stories who have motivations that fail to be compatible with those of the PCs.

However you frame things, these are the beings our daring band of kobold adventurers will have to face.

The GM is encouraged to create their own adversaries in advance, but with only four Stats and no requirement for randomness, creating one on the fly should not be too difficult. In fact, the GM is encouraged to use the same character creation formulae used for the PCs.



Swarms

Some adversaries will only be dangerous in a large group. A single animated skeleton against the average rag-tag band of adventurers should be a short encounter, while an army of undeath might take considerably longer. To add variety and fit different plot points, the GM may decide to treat a group of adversaries as a single set of stats, rather than keeping track of dozens (or more) of individuals.

Sample Adversaries:

- Artificial Intelligence bent on multi-world domination
 - O4 C1 Br6 Bo3

- Detachment from the Elf Armada
 - O4 C3 Br5 Bo4
- Elder gods hailing from the dark spaces between the stars
 - O-6 C6 Br6 Bo6
 - Yes that is a -6 for Order. This being's idea of order is not our own.
- Floating Brain
 - O2 C3 Br6 Bo1
- Living asteroid that intends to follow the kobolds home like the largest puppy
 - O2 C3 Br1 Bo6
- Old lich that wants everyone to stay off of their “lawn”
 - O5 C2 Br6 Bo3
- Rival band of kobolds
 - O3 C3 Br4 Bo4
 - Or stat up individual members
- Refugees with parasites. Big parasites
 - Refugees: O2 C4 Br0 Bo0
 - Parasites: O3 C4 Br2 Bo3
- Robot spiders!
 - O3 C3 Br2 Bo4
- Semi-intelligent metal eating slime
 - O0 C2 Br1 Bo5
 - Fire (or other element type) will do a minimum of two points of Br even on a Mixed Success.
- Undead Sample Pack (Swarm of zombies and skeletons)
 - O0 C5 Br2 Bo6



Longer Campaigns

A campaign that goes on for a while may leave the GM and players feeling like the characters need to “level up.” This may be done by providing more powerful gear, the way that max level characters in many MMOs become stronger, or it may be done by allowing characters to increase their stat points.

While the latter is certainly an option, it is suggested that this is done sparingly and with care as you may very quickly reach a point where the kobold adventurers only ever have a chance of failing a check if they roll a 6 or 12 (depending on the Stat Check...) regardless of whatever they do. Throwing more powerful enemies at them might require the enemies to be similarly overpowered, resulting in all contested checks to be Mixed Success attrition fights.

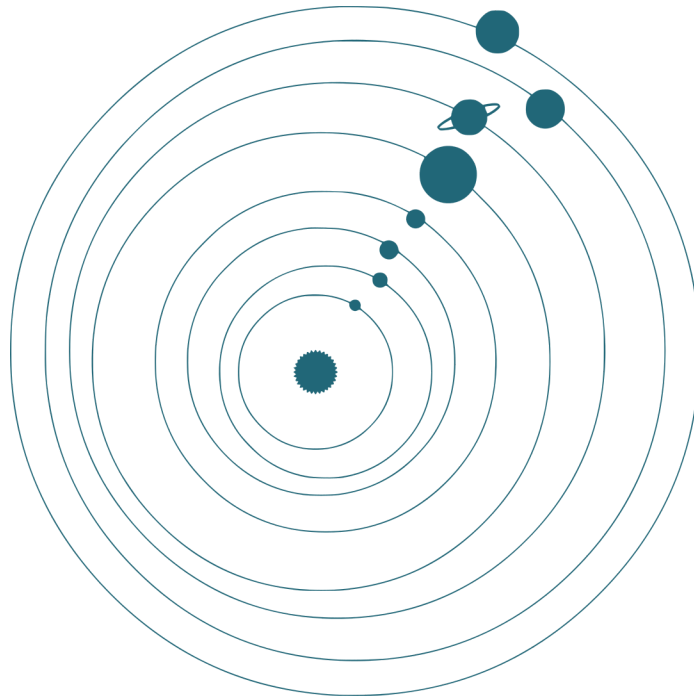
Another option can involve allowing characters to move points from one Stat to another between games. This could be wholecloth rearranging or 1 point per session adjustments.

Character/Ship/Plot Generator

The amazing Ellie Anthony coded up a website that takes these rules and completes all the pre-game planning for the entire party.

<http://node.noelle.codes/kobold>

To get a brand new randomly generated scenario, simply reload the page!



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We understand streaming and recording actual play of TTRPGs is increasingly popular. You have permission to use these rules for any stream, VOD, podcast, etc. you want to produce, so long as it isn't kept behind a paywall.

We do ask you link to <https://crashthedm.itch.io/kobolds-in-space> so others can find and try the game for themselves, though.

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Lead Designer

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