

# The First Rule

Many games will tend to have “rules lawyers,” so this rule is for them:

This game is meant to be fun. If the game isn't as fun as it can be, then as a group you should change something about it to make it be more fun.

If there is a rule that makes the game more fun, add it. If there is a rule that makes the game less fun, ignore it. The GM is the arbiter of the rules, but input from the rest of the group concerning “house rules” is strongly encouraged.

## Overview

It began with a silly little joke about kobolds in space. That joke turned into a TTRPG that, while fun, was much more suited for one-shot adventures than any long-lived campaign. This rule set is designed with the intention of fixing that flaw and adding a few other fun things as well.

## Science? Fantasy? Both? Neither?

This game is designed to be genre agnostic. Sort of.

More specifically, it's designed so that the GM and players can select the genre they want and still not have to overhaul the rules in any way to have it make sense.

A character with a penchant for fire-based attacks might throw fireballs in a fantasy game (through magic or perhaps because of draconic ancestry...) but use a flamethrower or Molotov cocktails in a genre where fantasy aspects don't fit. The same trait would be used for any of these. **The mechanics of the game will remain the same, but the “flavor” of the game can vary widely.**

## Do they have to be kobolds?

Characters did not have to be kobolds in the original Kobolds In Space! game, and this is even more true for this one. Characters can be any species, and while some samples are included they're made using the same rules that any player could use to make their own original species.

Or the species could be 100% cosmetic differences, so no rules are needed.

# 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. 4D6 is four dice, and so on.
- **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 character 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 are all things that could be measured with this stat.
- **Body (Bo)**: Strength, speed, dexterity, resistance to disease/poison, and general durability are all things that could be measured with this stat.

## The Ups & Downs

Some actions will require Order or Chaos points to be spent in order to use them. An Order score reaching zero (0) implies that the character has a diminished ability to think calmly and rationally. A Chaos score reaching zero (0) implies the character has a diminished ability to think outside the box or resist the other players insisting they should NOT press the shiny button.

The Brains and Body stats also count as "Hit Points" for any damage that would affect mental fatigue or physical trauma, respectively. If a character's Brains or Body stat reaches 0, the character falls unconscious and begins to take a nap.

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

Regardless of how many points have been lost, all stats are returned to their maximum numbers for each character after that character completes a nap.

## The Numbers

Each of the four stats can have a base score from 2-12. During character creation, you have two options.

- **Set Points:** Distribute 24 points any way you like between the four stats up to a maximum of twelve (12) points per stat, but with at least 2 points provided for each stat.
- **Die Roll:** Roll 2d6 for each stat.

While the Die Roll option can lead to a combined total of stat points higher than 24, it can also lead to a much lower number.

Some Traits can increase or decrease a Stat, but only if they do not take the Stat above the maximum score of 12 or below the minimum score of 2. To this end, a player may wish to shuffle points around during character creation to make sure any Traits they want can still be purchased.

## Recovering Stats

Stat reduction should rarely be permanent. A character can regain lost Stat points through magic, medical care, reading a good comic book, 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, though it is suggested that naps should return all Stats to their maximum level for that character.

## 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 adventurers. You kind of expected that.

Optional: It is possible for someone to remain quiet throughout the game, for a variety of reasons. While one should not feel pressured to contribute, methods to make sure no player is forgotten can be useful. Teachers will sometimes have every student's name written on flat, wooden sticks and pull them out of a cup to call on who goes next. A number of web based name selection tools exist online. You could even roll dice to determine an order for asking what each player wants to do. Any of these is possible, but none of these are required.

## 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 more likely a combination of two.

### Single Stat Check

If it's a single Stat, you will roll 2d6. 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 2d6. Marwyse is a rather brainy kobold, so her Brains stat is 10. If she rolls an 11, she can't remember the recipe. If she rolls 2-9, she remembers it. If she rolls a 10, 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 4d6 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 12, but as a loyal protector of the weak has a rather low Chaos score of 2. When Gox rolls 4d6, he will fail to hit the statue if he rolls above a 14 (12+2), cut the head off with a roll of 2-13, and with a roll of exactly 14 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 (2 & 12 for Single Stat Checks and 4 & 24 for Double Stat Checks) can be considered Critical Successes and failures, respectively. Regardless of the number required by the Stat Check, a 2 (or 4, if a Double Stat Check) will always be a Success and a 12 (or 24, if a Double Stat Check) will always be a failure. To this end a character with 2s or 12s 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 (**As determined by the GM if not specified by the rules**). 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.

Order vs. Chaos

Damage is only prevented with Order rolls. If the opponent's reaction is to attempt damage with a Chaos roll, they are accepting a potential hit in order to gain another chance to hit their attacker.

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.

Example: Sox (O2 C10 Br4 Bo8) 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 8 and a Chaos of 10, he's hoping for a roll lower than 18 when rolling 4d6.

The Floating Brain Monster (O4 C6 Br12 Bo2) 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 16.

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 Monster only has a Body of 2, so anything better than a Mixed Success will take it down.

If Sox rolls over 18 (his target number) and the Floating Brain Monster rolls over 16 (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 Floating Brain Monster 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 Floating Brain Monster down to Body 1, 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 Floating Brain Monster down to Body 0 and ending the fight.

If Sox rolls an 18 (exactly his target number), and the brain rolls a 24 (critical failure), it will still only take half damage (rounded up) as this is a Mixed Success. As previously stated, this takes the Floating Brain Monster down to Body 1 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 defense is a good offense (particularly if they have a high Chaos stat), in which case both characters might end the Event taking damage. The Floating Brain Monster might

attempt this vs. a weaker opponent, but it knows how squishy it is and would likely try more defensive tactics vs. someone like Sox.

## Advantage/Disadvantage (Optional)

If the GM chooses, they may give a character the chance to re-roll 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 non-adventurers are cowards. They don't fling themselves into danger if they don't have to. An average NPC 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 NPC, are you? You're one of [insert organization name here]'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.

## Traits

Traits are the benefits and drawbacks that make characters more interesting. They could be used to differentiate species, enhancements, disabilities, background, training, and anything else not determined by the four Stats.

Trait Points can be used as a substitute for levels in other TTRPGs, where a character can start off with one Trait Point but gain additional points after each story arc.

Traits will **tend to** have a point value ranging from -2 to +2. Because some Traits will have a negative value, it's possible to have a beginning character start off with only one Trait Point but still have a Trait valued at +2.

Table: Traits

Trait Points	Trait Name	Prerequisite	Description
-1	Age: Ancient		Character has lived long enough to have their body and mind both begin to deteriorate. -1 to both Body and Brains Stats. Character may make a Chaos roll where an Order roll is usually expected, but must take a nap before doing this again.
1	Age: Old		Character has been a mature adult for some time and has “not aged well.” -1 to Body Stat and +1 to Brains Stat. Subtract 2 from any Brains roll where knowledge gained during the character’s long life may be helpful.
-2	Age: Young		Character has not yet become a mature adult, by standard human scale this would be roughly 10 years old or younger. -1 to both Body and Brains Stats.
2	Armor: Heavy	Armor: Light	Character has additional natural or artificial protection. When taking Body damage greater than or equal to 2 points, they may spend an Order point to reduce the damage by 1.
1	Armor: Light		Character has some form of natural or artificial protection. When taking Body damage equal to 1 point, they may spend an Order point to reduce the damage to 0.
1	Healing: Body, Other	Healing: Body, Self	Character can spend an Order point to heal 1d6 points of Body damage to a willing target. The number of points healed is halved (rounding up) if the attempt is contested by the target or a third party.
1	Healing: Body, Self		Character can spend an Order point to heal 1d6 points of Body damage to themselves. The method of this healing could be magical, technological, or biologic.
1	Healing: Brain, Other	Healing: Body, Self	Character can spend an Order point to heal 1d6 points of Brain damage to a willing target. The number of points healed is halved (rounding up) if the attempt is contested by the target or a third party.
1	Healing: Brain, Self		Character can spend an Order point to heal 1d6 points of Brain damage to themselves. The method of this healing could be magical, technological, or biologic.
1	Lifespan: Enhanced		Character is magically, biologically, or otherwise inclined towards living far longer than the average human lifespan, assuming good health care and a reasonably risk-free lifestyle.
-1	Lifespan: Reduced		Character is magically, biologically, or otherwise inclined towards dying significantly earlier than the average human lifespan, assuming good health care and a reasonably risk-free lifestyle.
1	Mobility: Enhanced		Character has some magical, biological, or technological means of <b>moving faster than a standard human</b> . The actual method should be described at the time this Trait is purchased. This Trait does not necessarily cancel out the “Mobility: Reduced” trait.

1	Mobility: Flight	Mobility: Glide	The character can move through the air under their own power at up to what would be considered a normal running speed for the character. If the character stops moving forward, they fall at a normal speed. (This Talent does not replace Levitation.)
1	Mobility: Glide		The character can use air currents to slow their descent and use it to move forward over longer distances at up to what would be considered a normal running speed for the character. This ability could be used to prevent being harmed by falling, provided some space exists for the character to move forward or turn in circles. If the character stops moving forward, they fall at a normal speed. (This Talent does not replace Levitation.)
1	Mobility: Levitation		The character can hover motionless above the ground and change altitude slowly. This ability could be used to prevent being harmed by falling. It does not provide the ability to move in any direction other than up or down and does not increase the character's carrying capacity.
-1	Mobility: Reduced		Character has little to know means of moving their location without additional help. Purchase of this Trait does not cancel out the "Mobility: Enhanced" Trait.
-2	NPC		Character is a Non-Player Character (NPC) to be controlled by the GM.
2	NPC: Body Immunity	NPC, No other Immunity Traits	The NPC's Body Stat cannot be reduced or increased during game play. While this might be because it is too powerful, it is suggested that this instead should be because the NPC is a being of pure thought, exists on another plane, or otherwise has no physical form that can be damaged.
2	NPC: Brains Immunity	NPC, No other Immunity Traits	The NPC's Brains Stat cannot be reduced or increased during game play. While this might be because it is too powerful, it is suggested that this instead should be because the NPC is not sentient enough for damage to register.
-1	Perception: Disabled		Character is effectively missing one of the 5 senses, declared at the time this Trait is purchased.
1	Perception: Enhanced		Character is very good at noticing things. This could be details at a distance, finding that one puzzle piece in the box with the obscure pattern, spotting where the forest plants were disturbed by someone passing through hours ago, and so on. This Trait can only be used if the character can perceive things. Someone who is momentarily blind would not be able to notice a blinking light, but someone who can hear could use this Trait to pick out the breathing of that monster hiding under the bed.
-1	Perception: Light Sensitive		Character's vision is extremely sensitive to light intensity, with vision range limited on a normal, sunny day and reduced to zero in the presence of brighter sources like spotlights.
1	Perception: Night		Character can perceive things in conditions too dark for standard humans to see. This does not have to be through enhanced vision.

-1	Perception: Reduced		Character's senses work, but there's difficulty in picking out patterns and identifying key details. They cannot see the forest because there's too many trees. They may spend half an hour looking for the glasses they moved up to their forehead. That standing lamp that looks suspiciously like a burglar wearing a lampshade, next to the lamp with a missing lampshade, must be a new addition to the room, but doesn't seem alarming.
1	Sensory Distortion: Advanced	Sensory Distortion: Limited	Character can spend an Order or Chaos point (GM's discretion based on the action being attempted) to add an additional sense to the illusion. (Example: Character uses a Chaos point to make their illusionary baseball bat actually give their opponent a headache when "struck." Subtract two from their Brains roll when using this ability.
1	Sensory Distortion: Limited		Character can effectively create an illusion through magical, technological, or other means. This can affect one of the 5 senses. (Example: Creating an image of a security guard coming down the hall would not include the sound of footsteps or the smell of cheap aftershave.) Attempts to trick someone with this ability will still require a contested roll.
1	Size: Big		Character is larger than standard human size, up to 7 ft. tall. +1 to their Body Stat.
1	Size: Huge	Size: Big	Character is incredibly large, roughly 7-15 ft. tall. +1 to their Body Stat.
-1	Size: Small		Character is below standard human size, roughly 3-4 ft tall. -1 to their Body Stat.
-1	Size: Tiny	Size: Small	Character is incredibly small, roughly 1-3 ft. tall. -1 to their Body Stat.
2	Stat Change: Brainy		Add 1 to the character's Brains Stat, to a maximum of 12. This Trait can be purchased multiple times.
2	Stat Change: Brawny		Add 1 to the character's Body Stat, to a maximum of 12. This Trait can be purchased multiple times.
-1	Stat Change: Calmed		Subtract 1 from the character's Chaos Stat, to a minimum of 2. This Trait can be purchased multiple times.
-1	Stat Change: Frail		Subtract 1 from the character's Body Stat, to a minimum of 2. This Trait can be purchased multiple times.
2	Stat Change: Steadfast		Add 1 to the character's Order Stat, to a maximum of 12. This Trait can be purchased multiple times.
2	Stat Change: Uncontrolled		Add 1 to the character's Chaos Stat, to a maximum of 12. This Trait can be purchased multiple times.
-1	Stat Change: Unwise		Subtract 1 from the character's Brains Stat, to a minimum of 2. This Trait can be purchased multiple times.
-1	Stat Change: Yielding		Subtract 1 from the character's Order Stat, to a minimum of 2. This Trait can be purchased multiple times.
1	Telekinesis: Heavy Lifting	Telekinesis: Light Lifting	Character can spend an Order or Chaos point (GM's discretion based on the action being attempted) to subtract two from their Brains roll when attempting to move an object with this ability.

1	Telekinesis: Light Lifting		Character has the ability to move objects at a distance, through mental abilities, strong magnets, a trained nanobot swarm, or something else entirely. Rolls to move objects that would normally require a Body roll can instead be made with a Brains roll. The character must be able to perceive the object being moved.
1	Training: Academics		Character has training in a subject that best prepares them for ... teaching that subject. It can have other applications outside of academics, but teaching and research should be the primary methods for employment. The subject should be determined when purchasing this Trait. (Examples: Archaeology, paleontology, anything else that ends in "ology," quantum mechanics, arcane theory, etc.)
1	Training: Occupational		Character has a job outside of adventuring, and they're at least reasonably good at it. The nature of the career should be determined when purchasing this Trait. (Examples: Chef, blacksmith, programming, video editing, health care, TTRPG designer, etc.)
-1	Visibility: Noticeable		Character's physical or mental attributes prevent them from "blending in" among a standard group of humans. This does not require standard humans to react adversely, but they're far more likely to notice. This could be because their physical appearance is significantly harder to hide, because they insist on being the center of attention, an inability to move stealthily, something else entirely, or a combination of these things.
1	Visibility: Plain		Character has a natural or artificial means of just not standing out in a crowd. They are not invisible and can still be noticed depending on actions and rolls, but they do not draw attention just for being there.
-1	Visibility: Unnatural	Visibility: Noticeable	Character's physical attributes are UNIQUE in a way that would cause most non-adventuring characters to initially react with fear and distrust. This talent should not be used to denote a species, where there might be a society of other beings that resemble this character. A giant robot collective made entirely of a democratic group of smaller robot spiders, with a small but vocal minority of their community insisting they dismantle all structures they encounter for resource appropriation, might have difficulty applying for a loan, for example, regardless of if their lender is a human, kobold, elf, or orc.
1	Visibility: Unnoticeable	Visibility: Plain	Character has a natural or artificial means for becoming effectively invisible by spending an Order point. The duration is a number of minutes equal to their Order Stat (before the point is spent), or until damage is dealt by or to the character, whichever comes first.
-2	Wealth: Indebted	Wealth: Limited	The character owes a significant amount of money to a person or organization that is very interested in being reimbursed as quickly as possible.
-1	Wealth: Limited		The character's gear and place of residence, while serviceable, are second hand, shared, and/or in significant need of repair.
-1	Wealth: Nonexistent	Wealth: Limited	The character has nothing but the most basic of gear and no location to use as a base of operations.

1	Wealth: Significant		The character is considered “well off” and may have a nice house, swanky apartment, expensive clothes, and / or other items that require large amounts of money to obtain/maintain.
2	Wealth: Unimaginable	NPC, Wealth: Significant	The character could not reasonably spend everything they have in the span of a normal human lifetime.
1	Weapon Training: Melee		Character has training in using a type of hand-to-hand weapon. (Examples: Claymore, sledgehammer, staff, etc.) The nature of these weapons (and whether they do Body or Brains damage) should be declared when the Talent is purchased. They may spend a Chaos point when using these weapons to increase their damage by 1.
2	Weapon Training: Ranged		Character has training in using a type of ranged weapon. (Examples: rifle, laser cannon, heavy crossbow, etc.) The nature of these weapons (and whether they do Body or Brains damage) should be declared when the Talent is purchased. They may spend a Chaos point when using these weapons to increase their damage by 1.
1	Weapons: Integrated Melee		Character has natural or artificial attributes that can be used in hand-to-hand combat. The nature of these weapons (and whether they do Body or Brains damage) should be declared when the Talent is purchased. (Examples: Claws, fangs, whip-like tail, electrical discharge when punching, etc.) They may spend a Chaos point when using these weapons to increase their damage by 1.
2	Weapons: Integrated Ranged		Character has natural or artificial attributes that can be used in ranged combat. The nature of these weapons (and whether they do Body or Brains damage) should be declared when the Talent is purchased. (Examples: Eye beams, fire magic, projectile fingernails, etc.) They may spend a Chaos point when using these weapons to increase their damage by 1.

## Role Play vs. Game Mechanics

Some Traits will have specific statements about how they affect game play (Example: -2 to the Character’s Body Stat), but most will explain the Role play (RP) consequences. This does not mean that these Traits are only for “flavor.”

When a player attempts a Stat Check, the GM may declare that one of their character’s Traits will affect the roll, either by adding or subtracting from the total (as low as -2 or as much as +2 per Trait) or by declaring the player should roll with Advantage or Disadvantage. A GM might instead declare that a character’s Trait negates a bonus or penalty that would otherwise have been in place.

Example: Kevin has grabbed the MacGuffin and is attempting to blend in with the crowd of panicking bystanders who are all trying to flee the distraction caused by another member of the party. The GM has decided trying to hide in the crowd will be an Order Stat Check.

Kevin has the “Visibility: Plain” Trait, which his player decided during character creation meant he just looked extremely average. His player suggests this should affect his roll. The DM agrees and allows the player to subtract 2 from the roll. (Remember: Low rolls are better.) Kevin has a below average Order Stat of 4, and the player rolled a 5. This would have been a failure, but because the player can subtract 2 from the roll it counts as a 3.

Alternatively, the GM may have decided the guards got a good look at Kevin’s face and clothing, and also the MacGuffin itself stands out in a crowd, so Kevin’s “Visibility: Plain” Trait comes into play by allowing Kevin’s player to **make this attempt without penalties for carrying a fluorescent pink live bird that is currently singing the National Anthem ... poorly.**

It is possible that multiple Traits can apply to a specific Stat Check, but it is strongly suggested that no more than two should ever be referenced for any one roll.

## Prerequisites

Some Traits will have minimum requirements that must be met before they can be purchased. These might be minimum Stat scores, another Trait being purchased in advance, or something else entirely. Traits that require other Traits are the closest this game will get to having set classes.

## Species

Depending on the genre of your campaign, not every adventurer needs to be human. A species can be whatever the GM agrees it can be, whether it’s purely cosmetic (no Traits are used to make it) or has a significant set of advantages and disadvantages, as determined by selected Traits.

For ease of use some sample species are included, but these Trait sets are not carved in stone and can be modified however the GM and players see fit. It is suggested that any set of Traits meant to signify a playable species have a net Trait Point value of 0, allowing it to be applied to a starting character but still leaving them with their first Trait Point to customize their character.

### Sample Species: Kobold

Trait Points	Trait Name	Notes
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### Sample Species: Gnome

Trait Points	Trait Name	Notes
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1	Armor: Light	Scaly Hide	1	Perception: Night	Forest/Cave dweller
-1	Size: Small	3.5" full grown	-1	Size: Small	3"-3.5" full grown
-1	Visibility: Noticeable	Lizard person	-1	Visibility: Noticeable	See Size & Mobility Traits
-1	Perception: Light Sensitive	Cave dweller	1	Lifespan: Enhanced	Avg. lifespan 500 yrs.
1	Perception: Night	Cave dweller	-1	Mobility: Reduced	Short, little legs
1	Weapons: Integrated Melee	Claws & Teeth	1	Mobility: Enhanced	Mechanical leg extenders

#### Sample Species: Elf

Trait Points	Trait Name	Notes
1	Lifespan: Enhanced	Avg 1,000 yrs
-1	Visibility: Noticeable	Glamorous
1	Perception: Enhanced	Small and/or distant details.
-1	Perception: Reduced	Have difficulty noticing when attention is negative.

#### Sample Species: Orc

Trait Points	Trait Name	Notes
-1	Lifespan: Reduced	Avg 40 yrs
-1	Visibility: Noticeable	Green skin, tusks
1	Size: Big	6"-7" tall, though hunched over. Wide from muscle growth.
1	Weapon Training: Melee	Each has their own favorite.

## Leveling Up

A campaign that goes on for a while may leave the GM and players feeling like the characters need to "level up." The main way to do this is to provide each character with an additional Trait Point at the end of a plot arc. This might be done every session, every two sessions, or far longer, depending on the nature and difficulty of the campaign.

When creating Adversaries for your campaign, it is suggested that you give them at least two additional Trait Points beyond the number the players have earned. As they will normally be working in a group and the Adversary will either be working alone or with lower difficulty minions, the added boost will help to balance encounters. This may need to be adjusted depending on play styles.

## Gear

Basic gear in this game is rather nebulous and kind of always there when needed (like ammunition in most action movies). Characters are assumed to have the basic tools they need to do their jobs. (A campaign where the characters are all private investigators can assume they all have handguns, overcoats, fedoras, and probably at least one poorly lit office with a small oscillating fan in the corner of half of the camera shots.)

Basic gear can be lost, used up, broken, stolen, etc., but there should be methods of retrieving and/or replacing said gear through role play or "off camera." (Example: Private Investigator character escapes from the mob hideout where they were captured, but without their firearm. Between scenes they go back to their office where they had a

backup gun stored away. **This backup was never mentioned before it was needed but it seems logical enough to allow.)**

As the game progresses, the characters are probably going to find nifty things! While basic gear is assumed to be ubiquitous and built into existing rolls, it's always nice to hand over a shiny trinket that has extra features that actually affect game play.

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 (or magic) 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.
- **Medical Kit:** 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.

# Building the Campaign

What follows is advice for building an interesting campaign. Any and all of these rules can be ignored, just like any rules in any TTRPG.

## Plot

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

“The characters have traveled to [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: Fantasy Plot Generator

Location (Part 1)	Location (Part 2)	Mission	Problem
2. Friendly	2. City	2. To explore!	2. Arch Spell-caster bent on world domination 08 C2 Br12 Bo6
3. Hostile	3. Forest	3. To loot everything not bolted down too securely	3. Scouting party from an invading army 08 C6 Br10 Bo8
4. Abandoned	4. Sewer	4. To find the last group of adventurers who came here	4. Elder gods hailing from the dark spaces between the stars 0-12 C12 Br12 Bo12
5. Cursed	5. Forest	5. To find a rumored secret weapon	5. Floating Brain 04 C6 Br12 Bo2
6. Poisonous	6. Town	6. To find a way to break someone else's secret weapon	6. Minor giant who has decided to adopt the party and follow them around as they go for “walkies.” 04 C6 Br2 Bo12
7. Overgrown	7. Natural Cave System	7. To claim this [location] in the name of the [organization]!	7. Old lich that wants everyone to stay off of their “lawn”

			O10 C4 Br12 Bo6
8. Looted	8. Labyrinth	8. To make friends!	8. Rival band of adventurers O6 C6 Br8 Bo8 (Or stat up individual members)
9. Burning	9. Swamp	9. To rediscover lost technology	9. Refugees fleeing from bandits. The refugees are also bandits, but not very good ones. Refugees: O4 C8 Br2 Bo2 Better Bandits: O6 C8 Br4 Bo6
10. Frozen	10. Desert	10. To find lost magical items	10. Giant spiders! O6 C6 Br4 Bo8
11. Haunted	11. Jungle	11. To find and defeat a powerful enemy	11. Small dragon O2 C4 Br2 Bo10
12. Infested	12. Battlefield (roll again to determine battle location)	12. Adventurers 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) O2 C10 Br4 Bo12

Table: Sci-Fi 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 O8 C2 Br12 Bo6
3. Hostile	3. Moon	3. To loot everything not bolted down too securely	3. Detachment from the Space Elf Armada O8 C6 Br10 Bo8
4. Derelict	4. Space Station	4. To find the last group of adventurers who came here	4. Elder gods hailing from the dark spaces between the stars O-12 C12 Br12 Bo12
5. Airless	5. Spaceship	5. To find a rumored secret weapon	5. Floating Brain O4 C6 Br12 Bo2

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 adventurers home like the largest puppy 04 C6 Br2 Bo12
7. Overgrown	7. Dyson Sphere	7. To claim this [location] in the name of the [organization]!	7. Old cyber-lich that wants everyone to stay off of their "lawn" 010 C4 Br12 Bo6
8. Looted	8. Planet	8. To make friends!	8. Rival band of adventurers 06 C6 Br8 Bo8 (Or stat up individual members)
9. Burning	9. Space Whale	9. To rediscover lost technology	9. Refugees with parasites. Big parasites Refugees: 04 C8 Br2 Bo2 Parasites: 06 C8 Br4 Bo6
10. Frozen	10. Pocket of Folded Space	10. To find relics from a lost but advanced civilization	10. Robot spiders! 06 C6 Br4 Bo8
11. Haunted	11. Time Vortex	11. To find and defeat a powerful enemy	11. Semi-intelligent metal eating slime 02 C4 Br2 Bo10 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. Adventurers were not paying attention during the briefing (roll again to find actual reason, don't tell party)	12. Brainwashed Space Colonists 02 C10 Br4 Bo12

## Transportation

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

Table: 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.

## Adversaries

Monsters, Enemies, Mobs, different games call them different things. They might be mustache 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 undead 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 can be found in the preceding tables. If you have access to the Adversaries supplement for Kobolds in Space!, you can quickly adjust them to this game by doubling their Stats and adding 1 or 2 Traits that you think fit the theme (or make those Traits up on the spot, which keeps the players on their toes.)

# Character/Ship/Plot Generator

The amazing Ellie Anthony coded up a website that takes the rules for Kobolds In Space! and completes all the pre-game planning for the entire party. With the exceptions of Stat numbers being halved and Traits not existing, this can be quick inspiration for starting a sci-fi campaign.

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

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

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## Exception: Campaign Settings/Expansions

This document does little in regards to providing a pre-built campaign setting. If you put a lot of work into yours and want to sell it, go for it! Yes, technically, that would be a derivative work, but if you're not republishing these rules and instead are saying "Get a copy of these rules and this campaign setting will make sense," then we all benefit.

Suggestions of things to include in your campaign include but are not limited to:

- New Traits
- New Species (with lore for each – you might have elves, but how to YOUR elves act, specifically? Discworld elves and Middle Earth elves are very different beings.)
- New Gear
- "House Rules"

Just don't republish the Rules, Traits, Species, and Gear found in this book. It's already free to distribute, you don't need to copy/paste it into your book.

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

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