# Descended From Dragons Robold Archatypas

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ROLEPLAYING GAME COMPATIBLE

## Credits

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#### Introduction

Relatively speaking, a character's race generally isn't one of the most important choices you can make about them, at least as far as the mechanics of the game are concerned. Most racial abilities stop being particularly relevant after the first few levels of play, and while ability bonuses and penalties are certainly not insignificant, they ultimately result in only a +1 bonus or -1 penalty on most rolls involving that ability.

And yet, the idea of picking a race whose ability score adjustments go against your choice of class just feels wrong, like you're making a huge mistake, and the option is barely conceivable. You don't see many dwarven bards, oracles, or sorcerers. Why make your elf a druid or a sorcerer when he could be a wizard and really make use of that +2 bonus to intelligence?

This book aims to allow players who want their race to have a more meaningful impact on their character do so, while also helping to provide support for characters with an unusual race and class combination. It does so by providing several archetypes that are specifically designed for kobold characters, which provide a distinctly reptilian spin on the way the class works. A special emphasis has been placed on finding classes that one might not normally associate with kobolds at first glance, for mechanical reasons, and providing solutions that make these classes more appealing.

These racial archetypes are only available to kobolds. Other races cannot take them. They are presented in alphabetical order, by the name of the class that the archetype belongs to.

#### Kobold Crafter (Alchemist)

Kobold craftsmen are alchemists devoted to the crafting of magical items, at the expense of some of their other abilities. Usually kobold craftsmen toil for their tribe, working endless hours in order to provide their tribe with the trinkets they demand. A kobold crafter is especially gifted at creating items useful to kobolds, and many of their special items arespecifically meant to enhance members of his race.

Kobold Mine (Ex): A kobold crafter is able to create explosive traps which have deadly and dire effects. Rather than crafting a bomb, the kobold crafter is able to make an explosive mine. Creating and setting a mine is a standard action. These mines are always cunningly concealed and require a DC 20 Perception check to spot. When any creature other than the kobold crafter moves within 5 feet of the mine, it erupts in a burst of fire which deals 2d6 points of fire damage to all adjacent creatures; a successful Reflex save (DC 10 +1/2 the kobold crafter's level + the kobold crafter's Intelligence modifier) halves this damage. If no creature moves within 5 feet of the mine, then it instead explodes 1 minute after it is set. At 3rd level, and every 2 levels thereafter, these mines deal an additional 2d6 points of damage. A kobold crafter can make a number of these mines each day equal to his class level + his Intelligence modifier.

Additionally, by expending 10 gp worth of raw materials, the kobold crafter can attempt a DC 10 Craft (trapmaking) check in order to create an additional mine.

This ability replaces the bomb class feature.

**Kobold Craftsmanship** (**Ex**):A kobold crafter is a master of craftsmanship, and beginning at 2<sup>nd</sup> level, the kobold crafter gains a +2 bonus on all Craft checks. At 4<sup>th</sup> level, and every 2 levels thereafter, the kobold crafter gains an additional +2 bonus on Craftchecks. At 10<sup>th</sup> level, the kobold crafter is able to take 10 on all Craft checks. Finally, a kobold crafter can create any item in only half the normal amount of time.

This ability replaces the poison use and poison resistance class features.

Kobold Crafts (Ex):Beginning at 3rd level a kobold crafter is able to make a certain number of fantastic items which are especially useful for kobolds. Each of the following items can be created by a kobold crafter in 1 hour by expending 50 gp worth of raw materials and succeeding on a DC 20 Craft check.

Kobold Eyewear: These dark glass goggles can be worn over the eyes, and not only make it easier for the kobolds to tolerate the blinding light of the sun, but also enhance their vision on a larger level. These goggles take up the eyes slot and negate the penalty to attack rolls caused by light sensitivity, as well as granting a +2 bonus on visuallybased Perception checks.

Kobold Dust: This highly flammable black dust increases the heat and intensity of fires, and can be thrown to coat enemies in the substance. The kobold dust can be thrown as a grenade-like weapon with a range increment of 15 feet; if used in this way, a ranged touch attack is required to score a direct hit on a creature. Once struck, the target is coated with the thick black powder. If the attack misses the target, but hits the target's square, the target and all adjacent creatures may attempt a Reflex save (DC 10 +1/2 the kobold crafter's class level +the kobold crafter's Intelligence modifier) to avoid being coated. This DC is set at the time of crafting. Once covered, all creatures and objects coated in the dust gain fire vulnerability.

Kobold Snare: These crude traps are designed to explode with lashes and snares in order to perform deadly combat maneuvers. A kobold snare is a mechanical trap with a floor pressure trigger, going off when stepped upon. The DC to notice a kobold snare is 20 +2 for every 5 points by which the Craft check exceeds 20.

This ability replaces the swift alchemy class feature.

#### Kobold Jester (Bard)

Though for many among the taller races, all kobolds are objects of ridicule whose every act seems comic, some kobolds do actively attempt to appear comic,hampering others with acts of humor and acrobatics. These are the kobold jesters, a group of dedicated bards who use comedy, magic, and tumbling to amuse and appease their terrible overlords. Despite being entertainers first, kobold jesters prove to be potent, if unconventional, combatants, and often seem to find themselves as the last remaining defender for their mighty and unforgiving patrons. While kobold jesters represent the height of entertainment (at least within the kobold's own circles), they are less practiced in high lore and skills than other bards.

**Peal of Bells and Laughter** (Ex): Kobold jesters are masters of using comedy to their advantage and can cause foes to become overwhelmed by uncontrollable laughter. A kobold jester can use his bardic performance to distract and cajolehis foes, causing all foes within 30 feet who can clearly see and hear the kobold jester to suffer a -1 penalty to AC and Will saves against charm and emotion effects. At 5<sup>th</sup>level, and every 5 levels thereafter, these penalties improve by a further -1.

This ability replaces the inspire courage class feature.

**Master Acrobat (Su):**A koboldjester's training makes him an exceptional tumbler and acrobat, able to perform flips and somersaultswith the greatest of ease, whether to impress his viewers or avoid attacks,with a grace and elegance few kobolds can claim. At 1<sup>st</sup>level, the kobold jester adds 1/2 his level to all Perform (Dance) and Acrobatics checks. Additionally, by expending 1 round of bardic performance as a swift action, the kobold jester can move up to 10 feet in a straight line. This movement does not provoke attacks of opportunity and does not count against the kobold jester's normal movement for the round, or prevent him from making a 5-foot step.

A kobold jester cannot use this ability to move through another creature's square unless he succeeds on an overrun combat maneuver against that creature. While using this ability, the kobold jester may substitute a Perform (dance) or Acrobatics skill check for the combat maneuver check; if he does, the attempt automatically provokes an attack of opportunity, even if the kobold jester has Improved Overrun or a similar ability.

This ability replaces the bardic lore class feature.

Jester Skills (Ex):A kobold jester is able to perform most feats of the body using his artful and entertaining acrobatics, while he can use comedy to influence the attitudes of others, convincing them of the truth of his statements or even fakinghis way through a difficult situation. At 2<sup>nd</sup>level, the kobold jester may choose to substitute Perform (Dance) for any Strength- or Dexterity-based skill check (excludingDisable Device), and may substitute Perform (comedy) for any Charisma-based skill checks (excluding Use Magic Device and Perform [dance]).

This ability replaces the versatile performance class feature.

Mocking Cajoles (Su): A kobold jester is a master of mocking his master's subjects as well as his own enemies, and can use his skills to make others feel inadequate and compromise their talents, much to the delight of the kobold jester's allies. At 3<sup>rd</sup>level, the kobold jester can use bardic performance to humiliate and demean another creature within 30 feet who can clearly see and hear the kobold jester. When he uses this ability, the kobold jester must choose between attack rolls, or CMB and CMD, or ability checks and skill checks. The subject suffers a -2 penalty to the chosen type of rollsand/or his CMD for the duration of the performance. The subject may attempt a Will saving throw (DC 10 + 1/2 the kobold jester's level + the kobold jester's Charisma modifier) to negate this effect. A creature that succeeds on his saving throw is immune to this effect for 24 hours. This is a sonic, emotion, mind-affecting effect which is language-dependent and relies on audible and visual components. At 9<sup>th</sup>level, and again at 15<sup>th</sup>level, these penalties improve to -4 and -6, respectively.

This ability replaces the inspire competence class feature.

**Show Magician (Ex):** A kobold jester with some experience is required to incorporate magic into his shows in order to appease his ever more demanding patrons, learning special tricks which allow him to perform any spell upon request. At 10<sup>th</sup>level, once per day a kobold jester may expend any unexpended bard spell slot in order to cast any bard spell of the same level or lower as the expended spell. The action to use this ability is equal to the casting time of the chosen spell. The kobold jester can use this ability once per day at 10<sup>th</sup> level, plus 1 additional time per day for every 2 levels beyond 10<sup>th</sup>.

This ability replaces the jack-of-all-trades class feature.

#### Kobold King (Fighter)

While many kobold kings eventually do become leaders of their tribes, being a kobold king does not necessarily guarantee a position of authority. Rather, kobold kings are named such because through a strictregimen of disciplined training, a kobold king can enhance his natural abilities, becoming larger and more powerful than other kobolds. A kobold king's intense conditioning leaves him with larger, more devolved muscles, heavily armored hides, and a number of other latent physical abilities, while tactical training gives them an advantage matched by few other creatures in a fight. **Cowardice (Ex):** A kobold king knows better than to engage in a fight if he doesn't think he can win, and he uses his high maneuverability to stay out of danger. At 2<sup>nd</sup>level, whenever a creature makes a 5-foot step to become adjacent to the kobold king, the kobold king can take a 5-foot step away from that creatureas an immediate action. Additionally, at 2<sup>nd</sup>level, and every 4 levels thereafter, he gains a +1 dodge bonus to AC against attacks of opportunity caused by movement.

This ability replaces the bravery class feature.

**Natural Armor Increase (Ex):**A kobold king's hide becomes much harder than that of other kobolds over time, due to intense pain conditioning. At 3<sup>rd</sup>level, a kobold king gains a +1 bonus to his natural armor. At 7<sup>th</sup>level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the armor training class feature.

**Ability Score Increase (Ex):**A kobold king's intense physical training awakens his latent draconic ancestry, making him stronger, healthier or more agile. At 5<sup>th</sup>level, and every 5 levels thereafter, the kobold king selects a single physical ability score, and gains a +2 bonus to that ability score.

This ability replaces the weapon training class feature.

**Spell Resistance (Ex):** Eventually, a kobold king's intense iron-body conditioning style increases his defense against spells. At 19<sup>th</sup>level, a kobold king gains spell resistance 30.

This ability replaces the armor mastery class feature.

**Draconic Ascension (Ex):** As he reaches the very height of his power, a kobold king takes on a potent draconic aspect, becoming far more fearsome than ever before. At 20<sup>th</sup> level, the kobold king becomes Medium size, gaining a +4 size bonus to Strength and Constitution. Additionally, he gains 2 primary claw natural attacks, which each deal 1d4 points of damage, as well as a single bite natural attack which deals 1d8 points of damage. Further, he can breathe fire in a 60-foot line or 30-foot cone once every 1d4 rounds. Creatures caught in the fire suffer 10d6 points of fire damage. A successful Reflex save (DC 20 + the kobold king's Constitution modifier) halves this damage.

This ability replaces the weapon master class feature.

#### Kobold Revolutionary (Ranger)

Many kobolds are oppressed by dragons, giants, and other more powerful creatures, and while most kobolds are more than happy to be subservient to these mighty masters, a select handful strive to liberate their people from oppression and teach them to rise and become their own masters. These are the kobold revolutionaries, rangers devoted to fighting off the mightyand freeing their fellow kobolds. They learn special tactics to battle numerous big folk who try to push the kobolds around, especially honing their skills in combating dragons. Though less skilled with traditional combat styles, kobold revolutionaries also have a talent for rallying their folk, and they stand tall in the face of terrible monsters.

**Fight the Big Folk (Ex):**A kobold revolutionary gains a +1 bonus on attack rolls against creatures of Large size or larger. Additionally, a kobold revolutionary gains a +2 bonus on all damage rolls against creatures of Huge size or larger. At 5<sup>th</sup>level, and every 5 levels thereafter, these bonuses increase by a further +1 to attack and +2 to damage, respectively. These bonuses are doubled against creatures of the dragon type.

This ability replaces the favored enemy class feature.

**Rally the Folk (Ex):**A kobold revolutionary has trained himself to be bold in the face of danger, emboldening other kobolds against whatever might await them. At 2<sup>nd</sup>level, the kobold revolutionary becomes immune to fear effects, and all kobolds that can clearly see and hear the kobold revolutionary gain a +4 bonus on Will saves against fear effects. This bonus is doubled against fear effects produced by dragons.

At 6<sup>th</sup>level, the kobold revolutionary grants all other kobolds within 30 feet a +1 bonus on all attack and damage rolls.At 10<sup>th</sup>level, and every 4 levels thereafter, this bonus increases by a further +1.

This ability replaces the combat style feats.

**Kobold Revolt (Ex):**A kobold revolutionary can make an inspiring speech to rally his allies, sending them into a bloody frenzy. At 4<sup>th</sup>level, as a move action, the kobold revolutionary can rally all allies within 30 feet, granting them the benefits of his fight the big folk class feature for a number of rounds equal to his Wisdom modifier.Additionally, all kobolds affected by this ability gain a +4 bonus to their Strengthscore and 2d10 temporary hit points for 1 minute. The kobold revolutionary can use this ability a number of times per day equal to 3+ hisWisdom modifier.

This ability replaces the hunter's bond class feature.

#### Kobold Spell Scale (Sorcerer)

Among the kobolds, sorcery is considered both a blessing and a high art. Those few kobolds with magic born into their blood are revered by their tribesmen for their power and for a deeper connection to their draconic origins. While many sorcerers gain their power from draconic bloodlines, kobold spell scales draw on their deep connection to their draconic blood in order to enhance their powers and become even fiercer than other dragon-blooded sorcerers.

**Dragon Bloodline:** All kobold spell scales draw their magical powers from draconic sources, and as such, all kobold spell scales must choose the draconic bloodline.

This ability modifies the bloodline class feature.

**Mighty Claws (Su):** A kobold spell scale's deep draconic roots empower her magical claw attacks. Beginning at 1<sup>st</sup> level, whenever the kobold spell scale uses her claws bloodline power,she is treated as though she were 1 size category larger than she actually is for the purposes of determining the damage dealt by her claw attacks.

This ability replaces the eschew materials class feature.

**Greater Resilience (Su):**A kobold spell scale is deeply connected with her draconic blood, allowing her to draw upon her draconic ancestry for greater defensive powers. At 7<sup>th</sup> level, a kobold spell scale gains spell resistance equal to 5 + her class level, and DR 1/—. At 13<sup>th</sup> level, this DR increases to 2/—, and at 19<sup>th</sup> level, this DR increases to 3/—.

This ability replaces the bonus feat gained at 7<sup>th</sup> level.

**Kobold Breath (Su):**A kobold spell scale can draw on her draconic heritage in order to make greater use of her breath weapon. At 13<sup>th</sup> level, the breath weapon granted by the kobold spell scale's draconic bloodline deals an additional 2d6 points of damage of the appropriate energy type, and the Reflex saving throw DC to take half damage is increased by +1.

This ability replaces the bloodline feat gained at 13<sup>th</sup> level.

**Dragon Form Kobold (Ex):**A kobold spell scale's draconic heritage eventually becomes manifest in her physical body. At 19<sup>th</sup> level, the kobold becomes Medium size, granting her a +4 size bonus to Strength.Additionally, the wings granted by the draconic bloodline become more powerful, allowing the kobold spell scale to fly at a speed of 90 feet(average maneuverability) rather than 60 feet.

This ability replaces the bloodline feat gained at 19<sup>th</sup> level.

#### Kobold Mystic (Wizard)

Kobold mystics are the learned, and often underappreciated, members of kobold society. Skilled in arcane arts through the study of arcane books,kobold mystics are often frowned upon by their kobold spell scale peers for their lack of inborn talent. Often the smartest and most powerful members of their tribe, kobold mystics still find themselves socially ostracized, ridiculed by their peers, and more often than not hopelessly subjugated by even more powerful beings. Due to the insular nature of kobold tribes,kobold mystics lack the time to study the deeper mysteries of magic in a more traditional sense, but share a common set of esoteric lore and magical prowess.

Kobold Lore: All kobold mystics share a single background in magic and, through secret means, have shared their lore across tribal borders for centuries, leaving them with special powers similar to a wizard's school.

This ability replaces the arcane school class feature.

**Magical Danger Sense** (Ex):A kobold mystic is painfully aware of the dangers magic poses to him and others, and has learned special techniques to protect himself against spells. At 1<sup>st</sup> level, the kobold mystic gains a bonus on all saving throws against spells equal to 1/4 his level (minimum 1). At 10<sup>th</sup> level, the kobold mystic is treated as though he had evasion when making a Reflex saving throw against a spell or spell-like ability. At 20<sup>th</sup> level, the kobold mystic becomes so adept at slipping away from magical dangers that any spell which targets himhas 25% spell failure.

Arcane Jolt (Sp): A kobold mystic's wild experiments with arcane magic allow him to fire a bolt of pure arcane energy at a target within 30 feet. This bolt deals 2d6 + 1/2 the kobold mystic's level points of damage to the target. While the bolt hits unerringly, there is a 50% chance that the bolt hits the intended target, and a 50% chance that the bolt streams off, hitting the next nearest creature (this can hit the kobold mystic, if he is the next nearest creature). A kobold mystic can use this ability a number of times per day equal to his Intelligence modifier.

**Kobold Spell Dodging (Ex):** A kobold mystic is frequently subjected to offensive magic, usually of his own origin, and has to dodge incoming magic fire frequently enough that he has devolved a knack for it. At 1<sup>st</sup> level, a kobold mystic gains a +2 dodge bonus against all attacks made using spells and spell-like abilities. At 5<sup>th</sup> level, and every 5 levels thereafter, this bonus increases by +2.

This ability replaces the scribe scroll class feature and bonus feats.

**Improvised Casting (Ex):** At 6<sup>th</sup> level, a kobold mystic can cast a single spell he knows but does not have prepared. This ability requires a full-round action, regardless of the actual casting time of the spell, and cannot be used to cast spells with a casting time longer than 1 round. The kobold mystic can use this ability once per day at 6<sup>th</sup> level, plus an additional time per day for every 2 levels beyond 6<sup>th</sup>.

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# huge Draconic Power in a Tiny Package!

Everyone's favorite underdogs, kobolds have been a fan favorite since 3rd Edition. Whether it's their connection to dragons, and the promise of tapping the potential of their draconic blood, or their love of cruel and unusual traps and hazards, or simply their adorable high voices and the silly things they say, kobolds are great fun and provide lots of options for player characters...except for the fact that mechanically, they're about as weak as you can get.

This book aims to give players who want the fact that their character is a kobold to be more mechanically relevant a way to make that happen, while also providing support for kobold characters of a variety of classes that don't typically make much mechanical sense for kobolds. Included are the kobold crafter, an alchemist archetype that specializes in traps, the kobold jester, a bard archetype that is a master of appearing weaker than he really is, the kobold king, a fighter archetype that focuses on improving his ability scores and eliminating their racial weaknesses, the kobold revolutionary, a ranger archetype that focuses on combating larger focs, and mobilizing other kobolds as allies, the kobold spell scale, a sorcerer archetype that allows them to unlock greater draconic power than sorcerers of other taces could ever dream of, and the kobold mystic, a wizard archetype that is adept at avoiding hannful magie, and gains some spontaneous casting ability.

