
Kobold Bard 1

14 points

*Small Kobold Humanoid 1*

Fight	Short Sword • Melee strike 4 piercing damage
Armor	Occult Caster Rank 1
	□□ Color spray, magic weapon, true strike; ∞ Inspire courage, telekinetic projectile; □: Counter performance
Power	Cat Fall Treat falls as 4 squares shorter.
Fort	
Reflex	<i>Acrobatics, Deception, Occultism, Performance, Stealth, Thievery</i>
Will	
HP	
Speed	

Kobold Fighter 1

14 points

◊ Small Kobold Humanoid 1

Fight	Halberd • Melee 2 strike 10 slashing damage.
Armor	Halberd with Power Attack •• Melee 2 strike 15 slashing damage.
Power	Dagger • Ranged 2/4 strike 7 piercing damage.
Fort	Cringe ☺ ↘ Critically hit: Reduce final damage by 5.
Reflex	Attack of Opportunity ↘ <i>Athletics, Diplomacy</i>
Will	
HP	
Speed	

Cat Companion 1 - points

•• Small Minion Animal 1

Fight +5	Jaws • Melee strike 6 piercing damage.
Armor 15	Sneak Attack Do +2 damage vs off-guard targets.
Power 15	Support Benefit When the cat companion's commander hits an enemy that is adjacent to the cat, the enemy becomes off-guard.
Fort +3	
Reflex +5	Minion Acts on its commander's turn with 1 AP.
Will +4	<i>Acrobatics, Athletics, Stealth</i>
HP 10	
Speed 7	

Kobold Rogue 1

14 points

•• Small Kobold Humanoid 1

Fight	Light Mace • Melee strike 7 bludgeoning damage.
Armor	Crossbow •○ Ranged 12/24 strike 4 piercing damage.
Power	Sneak Attack Do +4 damage vs off-guard targets.
Fort	Surprise Attack
Reflex	On the first round of combat, creatures that are yet to act are off-guard to you.
Will	Battle Medicine DD • Make a Medicine check (Power 15). On a success, heal 10 HP. On a critical success, heal 20 HP.
HP	<i>Acrobatics, Deception, Medicine, Stealth, Thievery</i>
Speed	
	5

Kobold Sorcerer 1

14 points



Fight	Fist • Melee strike 4 bludgeoning damage.
Armor	Scamper • Adjacent to one or more enemies: Stride up to your Speed +1 to a square not adjacent to any enemies; +2 Armor during this movement.
Power	Divine Caster Rank 1 DDD Bane, fear, harm; ∞ Acid splash, shield; E : Glutton's jaws
Fort	
Reflex	
Will	Blood Magic Cast acid splash or fear or use glutton's jaw action: One target that is hit/fails their save becomes off-guard.
HP	
Speed	<i>Deception, Intimidation, Religion, Stealth</i>

Kobold Druid 1

14 points



Small Kobold Humanoid 1

Fight +5	Trowel • Melee or Ranged 2 strike 4 piercing damage
Armor 17	Shield Block ☐ □ Take physical damage Reduce damage by 15
Power 15	Primal Caster Rank 1
Fort +2	☐ Heal, ☐ Magic weapon (animal, beast, fungus, plant or dragon only); ☠ Ray of frost, tanglefoot; ☐ Heal (animal or beast only)
Reflex +4	
Will +7	Scamper • Adjacent to one or more enemies: Stride up to your Speed +1 to a square not adjacent to any enemies; +2 Armor during this movement.
HP 15	
Speed 4	Commander: Cat minion. <i>Diplomacy, Medicine, Nature, Survival</i>