

CORETM FANTASY ROLEPLAYING

PLAYTEST PACKET #4: SMALLFOLK AND KOBOLDS

Provide feedback: <https://koboldpress.com/project-black-flag-playtest-packet-4-feedback/>

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HOW TO USE THIS PACKET

Thanks for your interest in playtesting the material in Playtest Packet #4 of the *Core Fantasy Roleplaying* game. Before you begin, please read these guidelines for playtesting this material.

The *Core Fantasy Roleplaying* game is backward-compatible with 5th Edition and can be used in conjunction with existing 5E material.

For the purposes of this playtest, please try using these lineage and heritage options in place of where you would normally use race in 5E.

If some part of the rules seems missing from this packet, use existing 5E rules or relevant parts from previous playtest packets or the *Tales of the Valiant Preview*. Find all of these documents at TalesOfTheValiant.com.

LINEAGE OPTIONS

This section presents new lineage options available to adventurers.

KOBOLD

Kobolds are a cunning people with draconic features. Legends differ on the origin of kobolds, but many believe they were once full-sized dragons transformed by the trickery of a jealous god. Caggy, strategic, and highly adaptive, kobolds are found across the world.

These diminutive draconic humanoids are instinctually driven to seek safety in tunnels and similar enclosed spaces such as collapsed architecture or rubble.

This document contains lineage and heritage trial rules for the fourth Core Fantasy Roleplaying playtest packet. ©2023 Open Design LLC.

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Kobolds display an inborn sense of mechanical aptitude which often manifests as trap-making and tinkering. The crafting of traps became such a monumental part of kobold civilization that those rare kobolds born away from their own people still gravitate toward occupations and hobbies that allow them to craft small, potentially dastardly, creations. Though they possess long lifespans, a penchant for curiosity claims as many kobold lives as time does.

KOBOLD LINEAGE TRAITS

Your kobold character has certain hereditary traits dictated by their lineage.

Age. Kobolds reach adulthood in their early teenage years and reach elderly status around the age of 80. Kobolds rarely live to be more than 100 years old.

Size. Kobolds are rarely taller than 3 feet in height, and tend toward extremes of body weight. Your size is Small. However, you can choose to play a rare kind of kobold called dragonkin, who stand around 5 feet in height and are Medium size. Your size determines which trait you have access to via the Natural Adaptation feature.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in naturally dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Tinker's Fascination. Your innate fascination with how things work allows you to use tools with ease. Whenever you make an ability check with a tool, you can roll a d8 and add the result to the check.

Natural Adaptation. You inherited one of the following unique traits, determined by your size.

- **Small but Fierce (Small Size).** When a Large or larger creature you can see within 5 feet of you attacks you, you can use your reaction to attack that creature immediately after its attack.
- **Dragonkin (Medium Size).** Your naturally thick hide and scales provide significant protection. You have a natural AC of 13 + your DEX modifier. Additionally, you have resistance to one of following types of damage: acid, cold, fire, lightning, or poison (choose during character creation).

SMALLFOLK

Smallfolk are diminutive humanoids who have relied on community and cleverness to survive a world of big threats. These brave people have walked the land for centuries but are largely overlooked in historical accounts, since they are rarely perceived to be a threat by larger peoples, or "bigfolk."

All smallfolk share a near-supernatural affinity for the earth, and distinct groups of smallfolk are categorized by how their people have embraced said affinity. Early in their history, smallfolk split into two major branches. One group—the gnomes—split off to build communities almost entirely underground. The other group—the halflings—remained on the surface to build farming communities. Regardless of where they choose to live, smallfolk possess boundless enthusiasm for improving the world around them. Their ancestral homes are filled with bounteous creature comforts resulting from ingenuity and hard work.

While many smallfolk contentedly live their whole lives in cozy communities with others of their kind, a seemingly bottomless zest for life drives the more adventurous members of this lineage to travel the world or settle in more unusual climes. Smallfolk inevitably fit in wherever they go, and troubles seem to roll off their backs magically—qualities that have ensured their success in spreading across the world.

SMALLFOLK LINEAGE TRAITS

Your smallfolk character has certain hereditary traits dictated by their lineage.

Age. Smallfolk reach adulthood around 20 and typically live to be around 150 years old.

Size. Smallfolk are rarely more than 3 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Grounded. Once per day, when you fail a save, you can reroll the die and use the new roll. Regardless of whether the new roll is a success or failure, you generate 1 Luck point.

Small Stature. You can move through the space of any creature that is Medium or larger size. Additionally, you can attempt to hide when you are obscured by a creature of Medium or larger size.

BEHIND THE CURTAIN: COMBINING GNOME AND HALFLING

As we create lineage options for the Core Fantasy Roleplaying game, we're taking another look at ways to better organize 5E options.

Regarding halflings and gnomes, though each has a distinct flavor, neither 5E race seems to manifest with a strong mechanical identity. Traditionally, halflings are slightly quicker, and gnomes are slightly tougher. However, in light of CFR's separation of ability scores from lineage, this difference becomes even less pronounced.

The smallfolk lineage is an effort to combine the common strengths of halflings and gnomes to make these characters more interesting and viable by combining similar parts and diverging where they become different.

Please let us know your thoughts on this change in the playtest feedback forms and on Discord! Your opinions about the contents of these playtest packets directly affect the final version of the game.

Natural Adaptation. You inherited one of the following unique traits, determined by whether your characteristics are gnomish or halfling:

- **Gnomish.** Your ancestors made their homes underground or in dark woodlands, providing you with darkvision. You have superior vision in naturally dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Halfling.** Your ancestors made their homes on the surface, displaying outsized pluck to drive back hostile wildlife and monsters. You have advantage on saves against being frightened.

HERITAGE OPTIONS

This section contains descriptions of the heritage options available to adventurers. If you are unsure which to pick or wish to make a character that reflects common fantasy archetypes, choose one of the recommended heritages listed on the Common Heritages by Lineage table.

COMMON HERITAGES BY LINEAGE

Lineage	Recommended Heritages
Kobold	Suppliant, Warrens
Smallfolk	Cottage, Salvager

COTTAGE HERITAGE

Characters from this heritage were raised with skills and traditions of an organized, integrated, agricultural community.

You hail from a self-sufficient community of people whose lives revolve around working the land. People of this heritage are hardworking, possessing various skills required to grow food, care for livestock, and create necessary goods.

Whether these people hail from a sleepy village of dozens or a thriving countryside full of vineyards, family and community are critical to the cottage way of life. Even characters who choose to leave this life behind often carry strong ties to the hearth and home as they adventure into the wider world.

Comforts of Home. As part of a long rest, you can cook a meal, tell stories, or perform some other activity that comforts your allies. Choose a number of creatures who participated in the long rest equal to your PB (this can include you). Those creatures gain temporary hp equal to twice your PB. These temporary hp last until expended or until you complete your next long rest.

Homesteader. You have proficiency in either the Animal Handling or Nature skill.

Languages. You know Common and one additional language of your choice. Typical cottage heritage characters choose Halfling or Gnomish.

SALVAGER HERITAGE

Characters who choose this heritage were raised with the skills and tenacity of making do with what's at hand.

Your people have been, for whatever reason, forced to carve out a society away from the comforts of traditional cities or settlements.

Salvager communities might cluster in inhospitable or difficult-to-access locations or patrol enormous expanses, moving from opportunity to opportunity without drawing attention. From an early age, members of this heritage learn to build shelter, weaponry, and tools from whatever materials they find. Among these groups of patient opportunists, knowledge and resourcefulness are deeply respected skills, prized above all else.

Crafty. You have proficiency with the tinkerer's tools and one artisan's tools of your choice: cook's utensils, potter's tools, or woodcarver's tools.

Repurpose. You can create Tiny nonmagical items using materials from your surroundings. An item takes 1 minute to create and can be anything of 25 gp value or less from the Adventuring Gear table. When done, it must sit or float on a surface within 5 feet of you. This can be used to create ammunition, light sources, or a precarious-but-functional climber's kit. The item is obviously kitbashed, and resale value is minimal. After one use, the item becomes nonfunctional.

Languages. You know Common and one additional language of your choice. Typical scavenger heritage characters choose Draconic or Gnomish.

SUPPLICANT HERITAGE

Characters who chose this heritage were raised with the values and traditions of a community bound to serve a monstrous overlord.

Throughout history, monstrous creatures of fearsome might and intelligence have sought dominion. But dominion implies someone to dominate—minions, servants, and subjects made loyal through adoration or fear.

Your people served, or still serve, such an overlord. They built their lives around whatever whims and commands fell to them. While many creatures are suitable candidates for a monstrous overlord, the most common are mighty dragons who rely on servants to maintain and defend their sprawling lairs. As such, most suppliant communities live in natural shelters such as caves, thickets, and precarious rockfaces where they can use vicious traps and cultivate deadly hazards for protection.

There are many reasons a member of this heritage might leave home, depending on your people's relationship with their overlord. The overlord might command subjects to embark on an expedition to gather information or treasure. Or perhaps, the overlord has been recently dispatched, forcing your people to carve out a society founded on strange, new freedom, or to seek a new overlord to serve.

Scurry. As a bonus action, you can move up to 10 feet without provoking opportunity attacks. This movement does not trigger traps or hazards that you are aware of, even if they are armed.

Supplicant. You have proficiency in either the Insight or Persuasion skill. When a creature within 30 feet of you spends a Doom point, you have advantage on ability checks and saves until the beginning of your next turn.

Languages. You know Common and one additional language of your choice, typically the language favored by your current or previous overlord (such as Draconic, Giant, or Deep Speech).

WARRENS HERITAGE

Characters with this heritage are raised in subterranean tunnels or other tight spaces, in tight-knit clans.

Children are raised in groups called clutches, without an identifiable set of parents. They are doted on by several caretakers, who rear the young from infancy to early adulthood.

Members of this heritage commonly work as miners, alchemists, and merchants, digging up treasures, refining them within the tunnels, and selling them out in the larger world.

At all stages of life, society is exceptionally social. Matriarchal lines of descent are important, though male “kings” rule a clan. Clutchmates are the tightest relationships. On the rare occasion that an outsider is adopted in, the individual is assigned a clutch with an expectation to bond quickly. When members leave (often through exile for crimes or loss of other clutchmates), they find new “clutchmates” as soon as possible.

Safety is a paramount consideration, and it is ensured by trapping against intruders as standard procedure. Everyone in the community understands the nature and location of traps, though that is not proof against them.

These people are enamored of their tools. They decorate, name, and improve them. They often show their tools to each other as prized possessions. Speaking well of another member’s tools and toolwork is a high compliment.

Tinkerer. You have proficiency with the tinker’s tools and one artisan’s tools of your choice: alchemist’s supplies, carpenter’s tools, glassblowing tools.

Trapmaker. When you make a check to create, identify, or disarm a magical or nonmagical object, trap, or device, where you have a relevant proficiency, double your PB.

Pack Tactics. Your nimble frame allows you to weave between foes and friends. You have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of you and the ally isn’t incapacitated.

Languages. You know Common and one additional language of your choice. Typical warrens heritage characters choose Draconic.