

## Goblin

Level	5	AGL	16	Defense	Block	15	
Size	Medium	CHA	6	Bonus	Dodge	14	
Initiative Bonus	-2	CON	14		Perry	12	
Grouping	2d6	END	10	High Pain Threshold			N/A
Aggressiveness	8	INT	8	Magic Resistance			
Movement	40' (8)	OBS	16	AGL	N/A	INT	N/A
Treasure	1d6+3	STR	14	CHA	N/A	OBS	N/A
		WIS	5	CON	N/A	STR	N/A
				END	N/A	WIS	N/A



Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
Claw	+5	1d6	4	1	1
Bite		1d4+1			
Simple Melee Weapon	+2	Variable	Variable	1	1

### Territory & Description:

Goblins are filthy creatures that live in subterranean places and come out only to feed. They are tall and lanky with arms that hang to their knees when they walk upright. When they run, however, they charge forward using both their hands and feet. Their claws are quite sharp and are specially adapted to crawl along on rocky walls and other rough surfaces. When they crawl on walls or ceilings they move at ½ their normal movement rate.

Goblin's eyes are quite sensitive, but they see in the Infrared light spectrum so direct daylight will often hurt their eyes. They can move around in the light, but it becomes too bright for them and their vision is limited to a 15' radius. It is as difficult for them to see in the daylight as it is for humans to see at night.

These grotesque creatures live in tribal groupings. They generally attack only to hunt, but they are infatuated with shiny objects such as precious metals. They often prefer to attack with their claws and teeth, but will use weapons upon occasion. There is a 25% chance that they will have some sort of simple melee weapon like an axe, mace or club.

Goblins defecate wherever they are when the urge hits them. Often root through their own feces for undigested material. Part of their digestive tract is actually a symbiotic fungus that helps break down their food. This fungus is often excreted along with their fecal matter and it emits infrared light when it comes in contact with air. Therefore, to a goblin, their piles of dung also act as luminaries that help to light their way in their cavernous homes. Goblins will also smear their excrement on walls in order to mark their territory, like a particularly disgusting form of graffiti. The fungus also serves as a type of poison known as Goblin Rot, as indicated below.

### Special Ability: (Poison)

**Effect:** Goblin rot is a flesh-eating, bioluminescent fungus that is an integral part of the goblin's digestive system. The fungus lines the goblin's intestinal tract and is often excreted along with its feces. Because goblins are such filthy creatures, however, the fungus then begins to grow on their hands and other body parts. Goblins are immune to the fungus, but when it infects the bloodstream of other creatures it begins to slowly eat the flesh.

Goblin Rot		Reaction Time	1 Hour
Dose Size	1 tablespoon	Effects Roll	CON
Type	Necrotic Agent	Pass	No effect
Source	Fungus	Fail	-1 Hit Point per day
Cost	200 V-bills	Frequency	When cut by Goblin
Admin	IJ	Duration	Until cured

Whenever a goblin scratches a character, that character must make a CON roll, based on the character's current CON. If the character passes the roll then the character will suffer no ill effects. If, however, the roll fails, the character will begin to develop a case of Goblin Rot within the day.

Once active, the disease will begin to rot away at the character's flesh creating deep lesions and foul smelling pustules that ooze grayish-green fluid. While active, the disease will deal 1 HP of damage per day to the location that was struck. Each day a CON roll must be made. Failure means that the disease spreads to the next adjacent location. Each infected location loses 1HP per day.

Fortunately Goblin Rot is easily combated. If an infected area is thoroughly washed with anti-bacterial soap within 15 minutes of exposure the effects are negated. Once Goblin Rot takes hold it can be cured by an antibiotic regimen.

Goblin 1		Current CON	14	Weapon		Bonus	Damage	Rate	Range	TL
		Current END	10	Spiked Club		+2	1d8+2	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Body	8	23	16	12	12	20	20			

Goblin 2		Current CON	14	Weapon		Bonus	Damage	Rate	Range	TL
		Current END	10	None		+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Body	8	23	16	12	12	20	20			

<b>Goblin 3</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 4</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Short Sword	+2	1d10	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 5</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 6</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Spear	+2	1d10	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 7</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 8</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Spiked Club	+2	1d8+2	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 9</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 10</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Spiked Club	+2	1d8+2	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 11</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

## Goblins Continued

<b>Goblin 3</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 4</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				Spear	+2	1d10	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 5</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 6</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				None	+2				1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 7</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 8</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				Spiked Club	+2	1d8+2	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 9</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				Tomahawk	+2	1d6+2	2	1/T	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 10</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				None	+2				1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 11</b>	Current CON	14				Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10				Spiked Club	+2	1d8+2	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)				
Body	8	23	16	12	12	20	20				

<b>Goblin 3</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Short Sword	+2	1d10	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 4</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 5</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 6</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Spear	+2	1d10	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 7</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2			1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 8</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2				1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 9</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Tomahawk	+2	1d6+2	2	1/T	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 10</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		None	+2				1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		

<b>Goblin 11</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	10		Bayonet	+2	1d8+1	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	8	23	16	12	12	20	20		