

# Hobgoblin

Level	2	AGL	12	Defense	Block	13	
Size	Small	CHA	9	Bonus	Dodge	11	
Initiative Bonus	0	CON	14		Perry	9	
Grouping	2d8+2	END	12	High Pain Threshold	N/A		
Aggressiveness	7	INT	7	Magic Resistance			
Movement	15' (3)	OBS	13	AGL	N/A	INT	N/A
Treasure	1d8+2	STR	14	CHA	N/A	OBS	N/A
		WIS	10	CON	N/A	STR	N/A
				END	N/A	WIS	N/A

## Territory & Description:

These creatures live in tribal groupings throughout Xa'cor dy Yelpheet and other nearby territories. These groups can range in size from only a few dozen to the hundreds. They are not particularly bright, but they can be deadly when they attack in force.

One of the main reasons for this is because they have learned to work iron. Though not particularly skillful, they do have an iron-age (TL1) level of technology. They are also good thieves and prize all they are able to amass from the outside world.

They pose little serious threat to more highly organized groups like elves, amazons or dwarves, but they will attack those that stray into their territory with often surprising results, particularly when they attack en mass.

Attack skills	Bonus	Damage	Rate	Range	Tech Level
Weapon 1	+1	Variable	Var.	Var.	1
Weapon 2	+0	Variable	Var.	Var.	1

Hobgoblin 1	Current CON	14	Attack skills / Weapon					Bonus	Damage	Rate	Range	TL
	Current END	12	Short Sword	+1	1d6+1	1	1	1	1	1	1	
			Small Knife	+0	1d4	3/2	1	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)					
Armor: Small Shield	30											
Absorb: (6/3)	+2BI											
Armor: Leather		20	20									
Absorb: (3/3)												
Body	5	16	11	8	8	14	14					

Hobgoblin 2	Current CON	14	Weapon					Bonus	Damage	Rate	Range	TL
	Current END	12	Battle Axe	+1	1d6+2	1/2	1	1	1	1	1	
			Bolas	+0	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	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)					
Armor: Small Shield	30											
Absorb: (6/3)	+2BI											
Body	5	16	11	8	8	14	14					

Hobgoblin 3	Current CON	14	Attack skills / Weapon					Bonus	Damage	Rate	Range	TL
	Current END	12	Halberd	+1	1d10	2/3	1-2	1	1	1		
			Whip	+0	1d4-1	2/3	1-3	1	1			
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)					
Armor: Hide		15	15			15	15					
Absorb: (2/2)												
Body	5	16	11	8	8	14	14					

Hobgoblin 4	Current CON	14	Weapon					Bonus	Damage	Rate	Range	TL
	Current END	12	Bolas	+1	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1	1	1		
			Small Knife	+0	1d4	3/2	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)					
Armor: Small Shield	30											
Absorb: (6/3)	+2BI											
Armor: Cr. Helmet	15											
Absorb: (2/1)												
Body	5	16	11	8	8	14	14					

Hobgoblin 5	Current CON	14	Attack skills / Weapon					Bonus	Damage	Rate	Range	TL
	Current END	12	Footman's Flail	+1	2d6	2/3	2	1	1	1		
			Small Knife	+0	1d4	3/2	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)					
Armor: Chain		45	45			45	45					
Absorb: (5/2)												
Body	5	16	11	8	8	14	14					

<b>Hobgoblin 6</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Mace	+1	1d8+1d4	1	1	1	
				Stiletto	+0	1d6	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)			
Armor: St. Leather Absorb: (4/2)		30	30	30	30	30	30			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 7</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Bolas	+1	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1	
				Small Knife	+0	1d4	3/2	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Hide Absorb: (2/2)		15	15			15	15			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 8</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Footman's Flail	+1	2d6	2/3	2	1	
				Small Knife	+0	1d4	3/2	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Chain Absorb: (5/2)		45	45			45	45			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 9</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Horseman's Flail	+1	1d8+1	1	1	1	
				Whip	+0	1d4-1	2/3	1-3	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Small Shield Absorb: (6/3) +2BI	30									
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 10</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Mace	+1	1d8+1d4	1	1	1	
				Small Knife	+0	1d4	3/2	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Cr. Helmet Absorb: (2/1)	15									
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 11</b>	Current CON	14		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Mace	+1	1d8+1d4	1	1	1	
				Bolas	+0	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Cr. Helmet Absorb: (2/1)	15									
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 12</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Military Pick	+1	1d8+2	2/3	1	1	
				Small Knife	+0	1d4	3/2	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Hide Absorb: (2/2)		15	15			15	15			
Body	5	16	11	8	8	14	14			

## Hobgoblins (Continued)

<b>Hobgoblin 13</b>	Current CON	14			Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Mace	+1	1d8+1d4	1	1	1
					Stiletto	+0	1d6	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)			
Armor: Leather Absorb: (3/3)		20	20		20					
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 14</b>	Current CON	14			Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Short Sword	+1	1d6+1	1	1	1
					Small Knife	+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Small Shield Absorb: (6/3) +2BI	30									
Armor: Hide Absorb: (2/2)		15	15	15	15	15	15			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 15</b>	Current CON	14			Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Bolas	+1	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1
					Small Knife	+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Hide Absorb: (2/2)		15	15	15	15	15	15			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 16</b>	Current CON	14			Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Battle Axe	+1	1d6+2	1/2	1	1
					Bolas	+0	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 17</b>	Current CON	14			Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Halberd	+1	1d10	2/3	1-2	1
					Whip	+0	1d4-1	2/3	1-3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Chain Absorb: (5/2)		45	45							
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 18</b>	Current CON	14			Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Mace	+1	1d8+1d4	1	1	1
					Bolas	+0	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Leather Absorb: (3/3)		20	20							
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 19</b>	Current CON	14			Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12			Horseman's Flail	+1	1d8+1	1	1	1
					Whip	+0	1d4-1	2/3	1-3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 20</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Footman's Flail		+1	2d6	2/3	2	1
				Small Knife		+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Bone Helmet Absorb: (2/1)	10									
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 21</b>	Current CON	14		Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Bolas		+1	1d6-3 (3)	1	0 / 2 / 6 / 12 / 18 / 24	1
				Small Knife		+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Small Shield Absorb: (6/3) +2Bl	30									
Armor: Hide Absorb: (2/2)		15	15							
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 22</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Horseman's Flail		+1	1d8+1	1	1	1
				Whip		+0	1d4-1	2/3	1-3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Hide Absorb: (2/2)		15	15							
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 23</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Mace		+1	1d8+1d4	1	1	1
				Small Knife		+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Small Shield Absorb: (6/3) +2Bl	30									
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 24</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Military Pick		+1	1d8+2	2/3	1	1
				Small Knife		+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Small Shield Absorb: (6/3) +2Bl	30									
Body	5	16	11	8	8	14	14			

<b>Hobgoblin 25</b>	Current CON	14		Attack skills / Weapon		Bonus	Damage	Rate	Range	TL
	Current END	12		Mace		+1	1d8+1d4	1	1	1
				Small Knife		+0	1d4	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)			
Armor: Bone Helmet Absorb: (2/1)	10									
Armor: Hide Absorb: (2/2)		15	15	15	15	15	15			
Body	5	16	11	8	8	14	14			