

NAME




LOOK

Names: Azzleby, Bana, Bijou, Cecil, Drek, Geko, Gemble, Izzy, Jazper, Jazz, Ledak, Mildo, Nos, Ragnuk, Remi, Tak, Xotz, Zorbin, Zust
Tribe Names: Bitterfish, Black Ear, Bloody Dagger, Fierce Blade, Flesheaters, Gloomfang, Hopespear, Mooneye, Night Soldier, Red Bison, Shattered Blade, Strong Arrow

Shifty Eyes, Predatory Eyes, or Unearthly Eyes
 Wild Hair, Stringy and Greasy Hair, or Unkempt Hair
 Tattered Rags, Mismatched Garments, or Filthy Hides
 Lanky Body, Dangerous Teeth or Easily Overlooked

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 7+CONSTITUTION

ALIGNMENT

Choose an alignment:

- CHAOTIC
Subvert or undermine the “proper” order of the world.
- NEUTRAL
Prove that your people are as capable as any other.
- EVIL
Cause unnecessary death and destruction.

SUB-RACE

Choose which sub-race of goblins you belong to:

- CAVERN
You are completely at home in complete darkness and can see underground even at a distance. You take a +1 on your volley rolls while firing at enemies from complete darkness.
- FOREST
You come from the deep forest. While in wooded lands, you can never get lost. In addition, you take a +1 on discern realities to notice when anything unusual while in wooded regions.
- HILL
You are used to making your home under the feet of other races. While in a city or other settlement, you are able to find an uncomfortable place where your party can make camp for the night and gather enough so-called food to feed themselves.

BONDS

Fill in the name of one of your companions in at least one:

I consider _____ an honorary member of my tribe.
 I am playing a long-con on _____.
 _____ saved or spared my life, I guess I owe him.
 _____ insulted me and I will prove my superiority.

STARTING MOVES

You start with these moves:

- BEASTMASTER**
 You have a *large* animal that follows you around and generally likes you. You may choose a Dire Wolf (Worg), a Bear, a Giant Bat, a Giant Spider or a similar animal. You cannot control it to get it to fight for you, but it does have a number of other benefits.
- You can ride it around either to travel somewhere or to flee from a battle. It is much swifter than walking.
 - If it isn't carrying you, it can carry up to three times your load if properly packed.
 - When using your sight, hearing or smell to try to detect a creature, you take a +2 if it helps.
 - You can use it to threaten someone, allowing you to take a +2 bonus on that roll.
 - You can give it a shift on night watch. It will make a lot of noise if it detects anything approaching you while you are asleep and may even try to pluck you up and carry you off if you don't wake up fast enough, leaving your stuff behind.

FOR THE TRIBE!
 When you successfully roll to Aid someone in a situation in which your small size, lack of worldly experience and bad social graces aren't hindrance, you allow your friend to take a +2 instead of a +1. Similarly when you interfere under similar circumstances, even if it wasn't your intention to interfere, your target takes a -3 instead of -2.

SCAVENGE
 When you search through the trash heap of a non-goblin settlement or city, you can locate 1d6+WIS uses of adventuring gear.

VANISH!
 You are particularly good at hiding. Whenever you can remove yourself from a target's line of sight, whether by entering bushes, leaping into complete darkness, ducking into an alleyway or so forth, you will seem to completely vanish into thin air.
 Roll+DEX. On a 7-9: You won't be seen or noticed until you make yourself known, but you won't be in a good position to attack or run away without revealing yourself first.
 On a 10+: You will be in a good position to attack or run away without needing to reveal yourself first.



THE GOBLIN

LEVEL
 XP

GEAR

Your Load is 8+STR. You start with various collected foodstuffs (rations, 5 uses, 1 weight), a mismatched collection of leather armor pieces (1 armor, worn, 1 weight), and adventuring gear (1 weight, 5 uses).

Choose One Stabby Weapon:

- A sharp and rusty dagger (hand, thrown, near, 1 weight)
- A glimmering short sword stolen from a corpse (close, precise, 1 weight)
- A well-balanced goblin-made spear (reach, precise, 1 weight)

Choose Your Other Weapon:

- A shortbow betowed on you (near, far, 2 weight) and a bundle of arrows (1 weight, 3 ammo)
- A basic wooden shield (+1 armor, 2 weight)

You carry one keepsake from your home. **Choose One:**

- A spirit totem crafted from the bone of a giant beast.
- A well-worn book of poems and stories that is barely legible.
- A bag of seeds that the shady traveler that sold them to you swore were magic

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

BEAST STENCH

Although your smell offends most humanoids, most wild creatures will mistake you for one of their own. Nonplanar, nonmagical beasts will not be hostile towards you unless attacked.

ESCAPE ARTIST

Whenever you Defy Danger to escape from something that is restraining you, whether it be ropes or a cage or a spider's web, you take a +1.

GATHER FOOD

By spending a couple hours gathering food, you can find enough food to feed 1d6+WIS number of people. The food won't be particularly nice, but it'll get them through the day without consuming rations.

MOB TACTICS

When your party outnumber the enemies, you have +1 armor.

POISON TONGUE

Whenever you tell a lie, you don't really have a 'tell'. So long as there isn't much evidence contradicting the lie, they will believe you. However, if someone has caught you in a lie in the past you'll have trouble convincing them even when you are telling the truth.

SNEAKIER

You may take any Advanced Move for levels 2-5 from the Ranger or Rogue class except one that would allow you to take a move from another class.

TEAMWORK ATTACK

Choose an ally before you roll for a Hack & Slash against a target. If you strike the target, the ally may take a +2 bonus if they also Hack & Slash against the same target.

VENOM MILKER

If you spend an hour each day in the wild or a cave gathering spiders and snakes and stealing their venom, you can store a concoction of the various venoms in a vial. After dipping your weapon into the venom, your next attack with that weapon will deal an additional damage equal to your WIS and cause the target to deal -2 damage until the end of the battle. Each vial can be used 4 times until it is depleted.

WOLF RIDER

You can ride your beast in battle. You can mount and dismount whenever you like. While mounted you lose your ability to perform the Vanish! move, however there are a number of benefits.

- You deal an additional 1d4 damage with your attacks.
- You have +1 armor

There is also another drawback.

- If something scares it, it will try to flee. Roll +WIS. On a 7-9, you stay on its back but it still flees carrying you off with it. On a 10+ you manage to get it under control.

When you gain a level from 6-10, choose from these moves or from the level 2-5 moves:

EVEN MORE SNEAKIER

Requires Sneakier

You may take any Advanced Move for levels 6-10 from the Ranger or Rogue class except one that would allow you to take a move from another class.

GOBLIN HERO

Goblins far and wide have heard of your exploits and are quite impressed with you. Goblins will respect you and may seek you out to be their chief. Goblin hirelings in your service have +1 loyalty and cost: *serve the chief*.

GUERRILLA TACTICS

After you have rolled for Hack & Slash, if there is a hiding place near where you end up as a result, you may immediately use the Vanish! move.

IMPROVED TEAMWORK ATTACK

Requires Teamwork Attack

Choose an ally before you roll for a Hack & Slash against a target. If you strike the target, the ally may take a +2 bonus and deal an additional +1d4 damage if they also Hack & Slash against the same target.

LOW BLOW

When you roll a 10+ on hack and slash, you may choose one of these additional effects in addition to dealing damage.

- The enemy is stunned and can't do anything for a couple minutes
- The enemy drops whatever they are holding, allowing you to take it.
- The enemy falls face-first to the ground

MASTER MOB TACTICS

Requires Mob Tactics

When your party outnumber your enemies, you have +2 armor.

MOCKING CHANT

Requires Poison Tongue

You know exactly what to say or do to get under people's skin. You can choose to hurl insults at an enemy that you can communicate with. They will focus all their attention on destroying you, ignoring your allies.

THROAT SLITTER

Whenever you sneak up on an enemy your attacks *ignore armor*.

UNTHREATEN

Requires Poison Tongue

You can convince a hostile enemy that you can communicate with and have not attacked that you are not a threat. The enemy is no longer hostile towards you and will not attack you until you attack first.