

# NAME




# LOOK

*Names:* Atsuwen, Chengkatsu, Etsuku, Fuyukiku, Isahye, Kakukino, Kouki, Makinotso, Minaryou, Nakachao, Ramikato, Rukao, Shiuhaka, Tennaka, Wukong, Yasusaki  
*Clans:* Deathshield, Dragonfang, Faestalker, Firewinner, Giantblade, Moonlayer, Mountaindreamer, Nightkiller, Riverseer, Stonevictor, Tigerblood, Wolfruler

Commanding Eyes, Dangerous Eyes or Cunning Eyes  
 Untamed Hair, Cropped Hair, Topknot or Bald  
 Darkened Leather, Exotic Garbs, or Soldier's Regalia  
 Athletic Body, Powerful Frame 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
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 9+CONSTITUTION

# ALIGNMENT

Choose an alignment:

- LAWFUL**  
Keep your word when it is inconvenient or costly.
- NEUTRAL**  
Successfully fulfill your end of a contract.
- EVIL**  
Humiliate someone and force them to submit to your will.

# STARTING MOVES

You start with these moves:

**COMMANDING PRESENCE**  
 You may command those who are smaller or have lower social status than you to do whatever you like. When you wish to bully or threaten someone into obeying your commands, ROLL +CHA. 7-9: They may choose to attack you or flee, but otherwise they will obey your command. 10+: They will obey your command out of fear of reprisal, though they may feel bitter about it later.

**CONTRACT**  
 When others want you to complete a goal, they need to be very specific about the parameters of your agreement. The goal can be to kill a monster, apprehend a fugitive, protect a location or person, obtain and deliver an item, guide someone safely to another location or just about any other concrete goal. If you agree, you have formed a contract with the person. From then on, whenever you make a move towards completing your contract, you take a +1 forward. You may only have one contract at a time until it is either completed or it cannot be completed no matter the personal cost or sacrifice. If you fail to complete a contract, you lose 1 XP.

**LIGHTFOOTED SOLDIER**  
 You ignore the clumsy tag on armor. Moreover, you can move stealthily even when you are wearing chainmail or scalemail armor.

**SACRIFICE**  
 When you defend another person or object of value to yourself or your mission, you take a +1 and receive +1 armor against any attack you redirect to yourself.

# SUB-RACE

Choose which sub-race of hobgoblins you belong to:

- CRIMSON**  
You are one of the most athletic races of all. Whenever you defy danger by running, jumping, climbing or swimming, you take a +1 forward.
- GAMBOGE**  
You have been brought up with the tales and stories of epic battles and how they were won. When you spout lore about wars and battle tactics, you take a +1
- SLATE**  
You are particularly good at seeing weakness and exploiting it. When you discern realities to find the weakness in an enemy, structure, object, formation or patrol, you take a +1 forward.

# BONDS

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

I have been hired to protect \_\_\_\_\_.

\_\_\_\_\_ and I have worked same for the same boss.

\_\_\_\_\_ needs more discipline and I will instill it.

I have heard about \_\_\_\_\_'s great fighting abilities and wish to see them for myself.



# THE HOBGOBLIN

LEVEL

XP

## GEAR

Your Load is 11+STR. You start with military rations (rations, 5 uses, 1 weight), scale armor (2 armor, 3 weight), a Shield (+1 armor, 2 weight) and adventuring gear (1 weight, 5 uses).

### Choose Your Weapon:

- A Keen Hobgoblin Broadsword (Close, +1 Damage, Precise, 1 weight)
- A Sturdy Longspear (Close, +1 Damage, Reach 1 weight)
- A Flesh-Tearing Flail (Close, +1 Damage, Messy, 1 weight)

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

- A badge of honor for your past ventures.
- Scars from a dangerous fight that seemed impossible to win.
- A contract of official employment from the local aristocracy.

## ADVANCED MOVES

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

### CHALLENGE

Call out a challenge to an enemy. The enemy and yourself enter a duel. You take a +2 forward against this enemy. However, you take a -2 on all strikes against other enemies until your opponent has been slain or flees.

### DUTY BEFORE PAIN

The first time during a battle that are reduced to 0 hit points, but you still have a conscious ally, roll a d8+CON. You immediately gain that many hit points.

### FORMATION

At the start of any battle, choose one allied creature. You and that ally both gain +1 armor until the end of this battle so long as you both have more than 0 hit points.

### INTERROGATE

You can are skilled at getting information from people, though doing so often means revealing aspects of yourself. When someone cannot physically remove themselves from your presence, ask your question and Roll + CHA.

7-9: You may ask any question and the target will answer truthfully. However, the target may ask you one question back. If you do not answer truthfully, you cannot use this move again against the target.  
10+: Same as 7-9, but your answer does not need to be truthful.

### MILITARY TRAINING

You may take an advanced move for levels 2-5 from the Fighter, Paladin or Ranger class except for a move that would allow you to take one from another class.

### RELIABLE BLADE

Whenever you roll a natural 1-3 on your damage die, you may roll an additional damage die and add the damage of the second to the first.

### SACRIFICE

When you choose to defend a member of your party, you take a +1 on your roll. In addition, you have a +1 armor against any attack you redirect towards yourself.

### THE USUAL PLACES

When you enter into a town or settlement and you wish to find someone Roll+CHA.

7-9: You find out which stores, taverns, inns or other locations the person you are looking for is most likely to frequent.  
10+: Same as 7-9, but you also find out when they will most likely be there.

### WEAPON SPECIALIZATION

Choose a single type of weapon (sword, spear, flail, etc.) whenever you deal damage with this kind of weapon, you deal an additional +2 piercing.

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

### ADVANCED FORMATION

*Replaces Formation*

At the start of any battle, choose a number of allies equal to 1+CHA. You and those allies all have +1 armor so long as you have more than 0 hit points.

### ADVANCED MILITARY TRAINING

*Requires Military Training*

You may take an advanced move for levels 6-10 from the Fighter, Paladin or Ranger class except for a move that would allow you to take one from another class.

### CALL THE SHOT

Tell one of your companions to Volley or Hack and Slash. If the ally complies, your ally takes a forward equal to your CHA. However, you draw a lot of attention.

### DEATH STRIKE

*Requires Reliable Blade*

Whenever you roll a natural 9 or 10 on your damage die, you may roll an additional damage die and add the damage of the second to the first. In addition, your attack becomes messy.

### HOBGOBLIN WARLORD

Hobgoblins you encounter admire and respect you as a true testament to the strength of their people. In addition, your Hobgoblin hirelings have +1 loyalty and one free point in the Protector skill.

### MAIM

When you roll a 12+ on Hack & Slash, you may literally disarm an opponent. You can alternatively remove their leg or tail if you prefer.

### ON YOUR FEET!

*Requires Duty Before Pain*

The first time during a battle when an ally takes their last breath and stabilizes while you are still conscious, they immediately gain 1d8 hit points.

### SHOW OF NO MERCY

When you reduce an enemy to 0 hit points, make an example of the slain enemy. Nearby enemies becomes frightened of you.

### SHRUG IT OFF

You may ignore the effects of one debility during battle.