A STORY OF
EVOLUTION · CAUSED

Here is the Chronicle of

_____



A Goblin



Traveling from the land of _____
the child & heir of _____ of the
_____ folk. Known for their _____
& their _____.

This Goblin - sometimes called _____
has abandoned a life of _____ in the south
in search of _____ & Adventure
in the North in the company of _____.

With _____ eyes & _____ hair

Standing _____ tall & weighing _____

Known also as
_____
_____

Who expresses the seed of chaos as
_____

Whose voice
is like
_____

& who resembles the _____
Branch of the goblin line.

Who often says
_____
_____

here's the legend of

A Goblin Named

STATISTICS



SAVING THROWS



SKILLS

PICK POckETS

HIDE In ShaDOW

MOvE QuIETlY

oPeN LOCKS

SCaLE WaLLS

fIND tRAPS

hEAR NOISE

HIT POINTS





HIT DICE



ARMOR CLASS





SOCIAL DICE



Who brings all of this to the North

Weapons Encumber based on damage
Light = D6 = Enc 1
Medium = D8 = Enc 1
Heavy = D10 = Enc 3

Armor Encumbers based on AC
AC 13 = Enc 1
AC 15 = Enc 2
AC 17 = Enc 3
Shield = +2 AC Enc 1

1 _____

2 _____

3 _____ 4 _____ 5 _____

6 _____ 7 _____ 8 _____

9 _____ 10 _____ 11 _____

12 _____ 13 _____ 14 _____

15 _____ 16 _____

17 _____ 18 _____ 19 _____

20 _____ 21 _____ 22 _____

Ammunition Encumbers at 1 per 5

Food & Water encumber at 1 per day

Movement Speed _____

DEX - Encumbrance over CON

Who has knowledge of these languages

Hobtalk! & Hobscrawl!

And the less clever & pretty languages of the less fortunate:

Elfish
Arboran
Confirii
Dessidurii

Dwarfish
Cavern
Ocean
Snow

Humish
High Sundus
Austrus
Nordagh
Oss
Vesten
Kenahr
Hoej

Monsterish
Orkii
Wozish
Kalamni
Om-Ge
Alep

Immortalish
Beheman
Lavithan
Estrellan
Djagan

reads & writes in

Dess
Andaless
Ans
Goehr
Sundus
Diasp
Lothe
Tiglath

Vada
Tdorszh
Hohl
Gallak
Czerwa
Pawlish
Ruhmn
Calculaat

Who Has Mastered These Maneuvers



Who has learned these Goblin Abilities

Destructive –
Many characters are much, much more hostile and brutal than others . Such characters always add an additional point of damage to all hits that are scored in melee combat. You can take this ability multiple times.

Jinx –
The motion of the stars in theheavens exerts a strange force over the lives of mortals and immortals alike. Just as some members of the Adventuring kinships are Lucky, there are those who radiate, by virtue of the Stars' influence - unluck. A Jinx applies a suppressing quality to those in close proximity, frequently leading to an unforeseen doom. When a character gains this ability he or she is able to insist that the Referee discard a die roll – counting it as a failure. This ability can be invoked as often as desired, but the Jinx is not all in the players favor. For every instance in which it is invoked, one of the character's fellows (either PC or NPC) will suffer a similar reversal at the whim of the referee.

Tantrum -
A Goblin with the Tantrum ability is easily angered and becomes furious when denied success. Whenever you miss on an attack roll against your enemy you increase your damage die by one step. If the target of this ability dies before you hit them - you roll the damage and take half of it yourself.

Illusion Resistance –
Those races that make a practice of the art of Glammer have sense enough to detect them with relative ease.

Eat Anything –
Such is the metabolism of the Goblins and their allied species that they can consume anything, from filth & offal to handfuls of grubby dirt, sustaining themselves indefinitely. Such ability does not, it seems, quench the Goblin preference for flesh.

Ruin –
A few of the fairie tribes possess a pernicious aura that has a cumulative deleterious effect on the works of more well intentioned people. Those who have this quality will find that the built world around them does not respond favorably to them. Anything that has been constructed will be less durable, less functional and much more prone to break when a character with the Ruin quality is near.

Rampage –
From time to time, a character with a particularly malevolent character can be caused to enter a state of fury akin to an angry bull or a vicious tornado. When a character with this ability has been harmed sufficiently, he or she is likely to enter the Rampaging state. This state grants the character considerable ability in terms of silencing those who precipitated the state by first of all – granting the character another attack that can be executed every round, and, by increasing the die that is used to calculate damage by one step

Chthonic Survival –
Those who are able to live in the sunless world are able to orient themselves normally even without the guidance of the sun and stars, and are able to sense their depth beneath the surface.


Blue Moon Sign
Sun Sign
Red Moon Sign
Green Moon Sign
Black/ White Moon Sign
Who Has These Star Signs

Glammer Levels Per Day

Spell_____

Level_____

Casting Time _____

Effect_____

_____

_____

_____

Spell_____

Level_____

Casting Time _____

Effect_____

_____

_____

_____

Spell_____

Level_____

Casting Time _____

Effect_____

_____

_____

_____

Wizard Levels Per Day

Spell_____

Level_____

Casting Time _____

Effect_____

_____

_____

_____

Spell_____

Level_____

Casting Time _____

Effect_____

_____

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Spell_____

Level_____

Casting Time _____

Effect_____

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Spell_____

Level_____

Casting Time _____

Effect_____

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Glammer Levels Per Day

Spell_____

Level_____

Casting Time _____

Effect_____

_____

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Spell_____

Level_____

Casting Time _____

Effect_____

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Casting Time _____

Effect_____

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Wizard Levels Per Day

Spell_____

Level_____

Casting Time _____

Effect_____

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Spell_____

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Casting Time _____

Effect_____

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Spell_____

Level_____

Casting Time _____

Effect_____

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Glammer Levels Per Day

Wizard Levels Per Day

Spell_____

Level_____

Casting Time _____

Effect_____

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Spell_____

Level_____

Casting Time _____

Effect_____

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Tinkering



The Magic of the Goblins is not so esoteric as the mystical practices of the other races. It is much more mysterious, however, in that it is impossible to say why or how it works. Goblin magic is not an expression of the will, it seems to occur haphazardly as if by chance, It is not a function of an external power, it happens when no one expects it. The Goblins themselves call this magic – tinkering, when they call it anything at all, and it is a magic of objects. Unlike the other spells, or magical traditions, Tinkering does not have spells, or really even the ability to cast spells. Rather, it is a menu of attributes that it tacked on to the Goblin's possessions as well as its own extremely mutable body. Things left with a goblin tinker are retrieved later and tend to seem more... Gobliney. As if the goblin tinker's essence were able to enter and alter an object.

Augments – A Tinker augments his or her gear over time and through use. This is always represented by an increase in the functionality of the equipment at the expense of Xp. Increasing the damage of a sword (it becomes more pointy, more jagged & dangerous) or increasing the defensiveness of armor (it 'grows' frills & hair & scales) are the supernatural order of this magic.

Endowments – A Tinker can change itself to be more... gobliney, as well. Over time the Tinker Goblin takes on attributes and appearances that make even other goblins regard it as a paradigm, an idealized goblin. The teeth double in number, and change so some are bone and some are wood, some are iron, the nose elongates, the chin juts out, the ears grow upward and out, the toes curl up like corkscrews. The voice crackles and the tongue splits. These modifications are made at the expense of HP. The Tinker sacrifices its own health to evolve itself.

Inventions – The Tinker is able to manufacture bizarre devices, strange equipment that perform, though just barely and not often. These devices, often enough appear on the Goblin's person, and the Tinker exclaims "I dreamed it! The invention fairy visited me!" Best not to look too closely at these, and best not to handle them if you are not the inventor yourself. Inventions require the expense of SP & woe betide those who entrust their wealth to a goblin for safekeeping.

Inventions – **In the strange and fevered dreams of the Goblins terrible machines clash and break and are built up from the scraps of the world around them. As if paying for these dreams, the Goblin Tinker goes to sleep with a full bag of coin and wakes with an empty one. Where does the money go? The Tinker will say that the Machine-Ghosts needed it, that it was payment for the great ideas that have come in the night. Inventions mimic the spells cast by other magical traditions. When devising an invention the Tinker must devise a spell – using the rules and guides for spell-making elsewhere in this section. The insight for creating the objects that allow these effects to occur is paid for in coin, the amount of which is determined by the power of the effect. A Tinker can only invent an invention if the spell-effect mimicked is equal to or less than its HD. Inventions of a Tinker will only ever operate for the Tinker who devised them. No one else can use these inventions.**

Spells that can have their levels decreased by the sacrifice of expensive components or a longer casting time can be built into Inventions – the materials required and the casting time then become necessary to the functioning of the invention. This holds true for any other effects – such as a Somatic or Verbal component – which may mean that the inventor must swear and kick the invention.

- Base Invention – An invention that is capable of generating a 1st level magical effect for the goblin wielder – and which fails one time out of 6.
- SP Cost – 100
  - Level 2 Spells – 400 SP
  - Level 3 Spells – 1,600 SP & quadruple the SP cost for every level afterward
  - Level 10 Spells – 26,214,400 SP…
  - Fails one time out of 8 – 1,000 SP
  - Fails one time out of 10 – 3,000 SP
  - Fails one time out of 12 – 5,000 SP
  - Fails one time out of 20 – 10,000 SP
  - Single Use – halves SP cost
  - Fails one time out of 4 – Reduces the SP Cost by Half.

Note – halving the SP cost twice does not remove the cost, half the cost once and then halve the result – for a total of ¼ the original SP cost.

Inventions are not obviously or purely magical – they will tend to have a mechanical or chemical component that is obvious. A machine that transforms lead into gold, for example, might have a vast footprint, occupying a large area and guttering smoke, or it may take the form of a complex series of mirrors and rays that focuses the moonlight. No Invention ever lacks for moving parts or bizarre justifications.

My Inventions

Invention _____ SP _____

Invention _____ SP _____

Invention _____ SP _____

Invention _____ SP _____

Invention _____ SP _____

Invention _____ SP _____

Endowments – These are modifications that are made to a goblin's body. These changes consume the Goblin's existing form and require the expenditure of HP. HP deducted for the creation of these Endowments don't grow back, Keep track of how many HP have been sacrificed to Endowments so that this total will be deducted whenever you add HD. It is entirely possible, that when rolling your HP after gaining Hit Dice that the Tinker will die – as a result of its Endowments – such a Goblin has flown like Icarus, too close to the ideal.

- Base Augmentation – Gain a bite attack that deals 1d8 Damage.
- HP Cost – 1 HP for the first change
  - -2 HP – the Bite attack deals d10
  - -3 HP – the Bite attack deals d12
  - -1 HP - Elongated Ears – improves Intelligence by 1
  - -1 HP – Pointier Nose – improves Wisdom by 1
  - -1 HP – Jutting Chin – Improves Dexterity by 1
  - -1 HP – Extra Fingers – Improves Strength by 1
  - -1 HP – Twisted Back – Improves Constitution by 1
  - -1 HP – Screeching Voice – Improves Charisma by 1
  - -3 HP – Bite attack becomes poisonous
  - -4 HP – Forked tongue is a ranged – whip attack, deals 1d6 Damage
  - -4 HP – Noxious Spit – ranged attack deals 2d4 Damage

A very well endowed Goblin might have a back nearly twisted to a corkscrew, a nose that meets it's chin and rows of teeth like a shark. Of course All of this takes a toll on the Tinker's body – the more changes and the more Gobliney it becomes, the less and less capable of surviving in the world it will be. It's fellow Goblins will lament – "Why do the best of us die so young?"

It is possible that your conception of a Goblin is different than the archetype presented here. You may wish to field a gremlin or a gnome – a boggart or a chupacabra – feel free to modify the descriptors here to suit your vision of the goblin so that it suits you best. There is no one way to be a Goblin, though all the Goblins agree when they see one, what makes a Goblin well endowed.

My Endowments

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Endowmwent_____ HP _____

Augments – These are modifications that are made to a goblin's gear. It seems that by proximity and use the Goblin's equipment becomes more suited to the wielder and more dangerous to use for others. These changes happen over time, and require the expenditure of Xp on the part of the Tinker. Augmented gear that has a bonus to attack, damage, AC and so on can only have a bonus value up to or equal to the Goblin Tinker's HD. A 5 HD Goblin can have Armor with a +5 augmentation

- Base Augmentation – Heavy weapons & armor become Medium, Medium becomes Light as pieces of equipment re-size to fit the Tinker's size & stature.
- Xp Cost – 50 per change per piece of equipment
  - +1 Damage – For 2,000 Xp, the weapon deals added damage
  - +2 Damage – For 4,000Xp, the weapon deals added damage
  - +3 Damage – 8000 Xp
  - +4 Damage – 16,000 Xp
  - +5 Damage - +8 Damage – double the Xp cost per enhancement
  - +1 to AC – 1,000 Xp
  - +2 to AC – 3,000 Xp
  - +3 to AC – 9,000 Xp
  - +3-+8 to AC – triple the Xp cost per enhancement
  - +1 to an adventuring skill – 100 Xp per +1 bonus to a skill
  - -1 to a saving throw - 2,000 Xp, doubled for every -1 to a save
  - Poisoning – 2,000 Xp to make a weapon poisonous
  - Flaming – 5,000 Xp to make the object spout flames (flames ignite flammable objects and continue burning for 1d4 rounds – dealing d6 damage per round)

Adding multiple types of modifications is possible – in fact this is the chaotic strangeness of the magic. A Cloak of knives that gives the Goblin a bonus to saves vs. Fire Breath & deals 1d6+3 damage would be a typical sort of Goblin accoutrement – but if the knives were poisoned, and the cape made of spiderwebs – this would be the archetypal Goblin garment.

No Goblin yet, it should be noted, has been able to improve a weapon's chance to hit an opponent, and no Goblin yet has been able to enhance its gear so that it will work for others.

My Augments

Augment_____ XP_____

Augment_____ XP_____

Augment_____ XP_____

Augment_____ XP_____

Augment_____ XP_____

Augment_____ XP_____

Augment_____ XP_____

Misunderstood? You bet. Nobody trusts us cause of all the rust on us. You got rust on you? Well you're just not metal enough to rust right.

Machine elfs is what you mighta heard you mighta made a noise and that noise? Dumdumdum – the noisy. Noisy details. Let's see.

We got minds! Minds are the main thing -we got all kindsa that. Thinkin, Wonderin, Makin…

See that's what they don't get. Makin. Everybody makes – that's the thing. You got the 10 kindsa people:
You got – Umans, who build houses & farm
You got Orkos who make spears. Fires. Dirt, Pelts??
Elfs – you got em – they make scenes or magic, magic ideas?
Dorfs – Eff 'em Right? – They make mines and mine. And steal. –
Spidos – they make webs
Ants – they make tunnels
Beez – they make hives
Mites – they make colonies
Beavies - they make dams
Goblings – We Make It All. Making makers who make – that's the mainest of the trufax-trufes of Gobbohood.

Machine styles – they call us the Gremlings – Grems, Germs…

You ever make germs? I had a big idea about how about there's small stuff that makes big stuff sick- cause of dirt? So it's a kind of dirt- and I invented it. Called Germs. Grems. Gremlings – that's us - we make it all. You can make things from other things – why make it from the start when it's half started already. U take a bitto this a bitto that – pretty soon you got a new thing made. Bits & Parts too – Who don't need the most parts? Parts is what we're all us made from. See there's a smaller part- that's a finger- you get ten of those- count off the kinds; Elfs, Dorfs, Umans, Spidos, Ants, Beez, Beavies, Goblings – and the three kinds – tree kinds of goblings. Weez the one kind, the least kind – or less kindly. We break. Us grems – germs - germs are a kind of secret dirt you can't see but it makes everything dirty. Inside. S'why I named em from Grems.

Wounds Taken

Wounds Healed



Silver & Currency



Jewels & Trinkets

Treasures

Allies & Friends

Knowledge, Secrets & Lore

Tools & Equipment

Xp Expenditure Record

The Goblin Adventurer

Hit Dice	Saving Throws					To-Hit
	Traps	Breath	Death	Petrification	Spells	
d6	16	17	18	16	18	+1

Modifications to this Array:

Saving Throws:

Save -1	500
Save -2	1,500
Save -3	4,500
Save -4	13,500
Save -5	40,500
Save -6	121,500
Save -7	364,500

Attack Bonus:

Attack +1	750
Attack +2	1,500
Attack +3	3,000
Attack +4	6,000
Attack +5	12,000
Attack +6	24,000
Attack +7	48,000

Hit Dice:

HD +1	500
HD +2	1,000
HD +3	2,000
HD +4	4,000
HD +5	8,000
HD +6	16,000
HD +7	32,000
HD +8	64,000

Goblins are cunning and know Hobtalk and have d6 additional language rolls as well as any rolls added by a high intelligence score.

Further Modifications

Increase HD from d6 to d8 – 36,000

Spellbook – 1,500

Glammers 1000

Goblin Abilities

100-500-1,000-5,000-10,000-50,000-100,000-500,000

Eat Anything - Tinkering – Ruin – Chthonic Survival

Jinx – Rampage – Destructive – Illusion Resistance

Wizard Spells – Spell Level / Day x 1,200

(E.g.: 3 level 1 spells/day = 3,600)

Glammer Spells – Spell Level / Day x 500

(E.g.: 2 level 2 Glammers/day = 2,000)

Scale Walls	Find Traps	Hear Noise	Hide/Shadow	Move Quietly	Open Locks	Pick Pockets
200xp/1	100xp/1	100xp/1	200xp/1	200xp/1	100xp/1	200xp/1
Max 8	Max 9	Max 8	Max 7	Max 7	Max 9	Max 8

CHA	CON	DEX	INT	STR	WIS
2d6	3d6	4d6	4d6	3d6	2d6

here's the legend of

A Goblin Named

STATISTICS



SAVING THROWS



SKILLS

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HIDE In ShaDOW

MOvE QuIETlY

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SCaLE WaLLS

fIND tRAPS

hEAR NOISE

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HIT DICE



ARMOR CLASS





SOCIAL DICE



Who Has Mastered These Maneuvers



Wounds Taken

Wounds Healed



Silver & Currency



Jewels & Trinkets

Treasures

Allies & Friends

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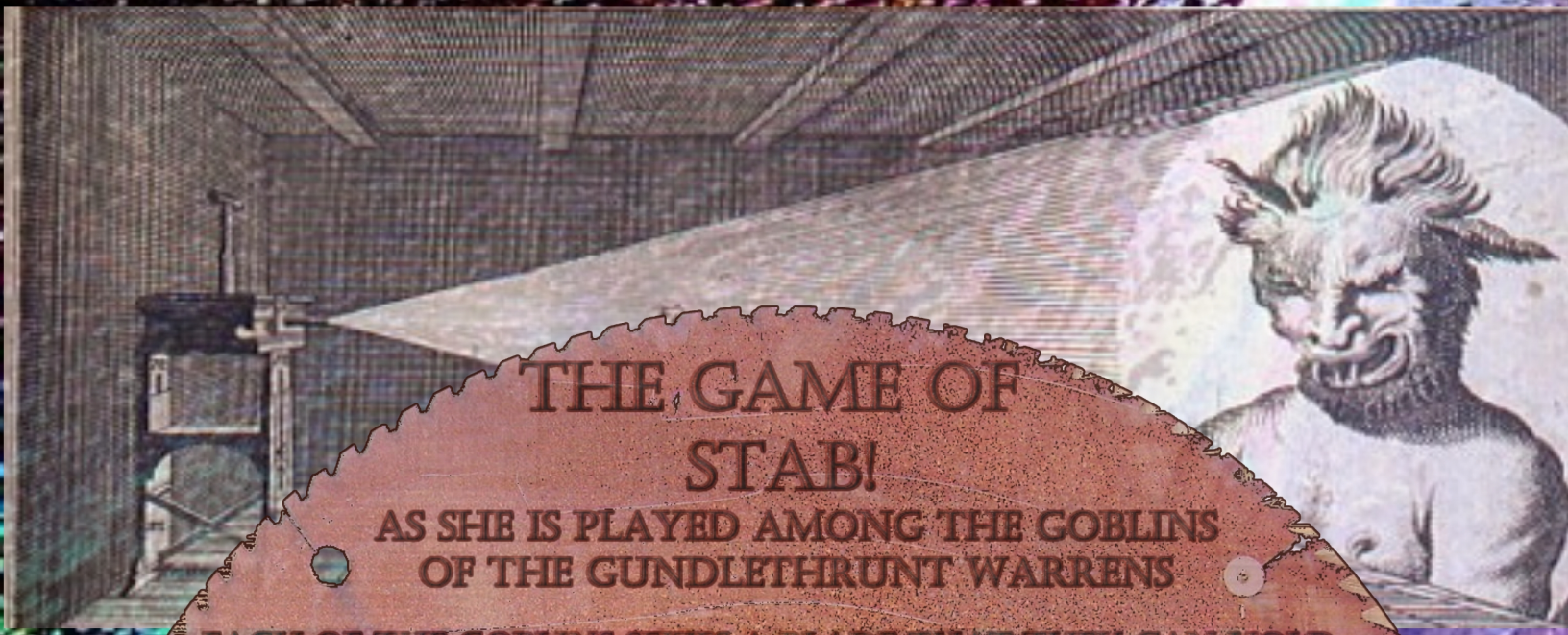
Tools & Equipment

Xp Expenditure Record



THE GAME OF STAB!

AS SHE IS PLAYED AMONG THE GOBLINS OF THE GUNDLETHRUNT WARRENS

EACH OF THE GOBLINS SEIZES A BLADE THAT THEY CAN HOLD IN JUST ONE HAND. SOME GOBLINS ATTEMPT TO USE LARGER BLADES THAN OTHERS BUT THIS IS CONSIDRED UNACCEPTABLE CHEATING. ONCE EACH HAS TAKEN THEIR BLADE ONE OR THE OTHER WILL BEGIN PLAY BY ATTEMPTING TO DRAW THE OTHER'S ATTENTION AWAY - BY USE OF CLEVER TRICKS, LIES & VARIOUS DECEPTIVE RUSES. WHENEVER ONE OF THE GOBLINS ACTUALLY DOES LOOK AWAY OR HAS THEIR ATTENTION SNATCHED BY ONE OF THE SPECTATORS (WHO PARTICIPATE AT THIS STAGE OF THE GAME) THE OTHER GOBLIN USES THE ADVANTAGE THAT RESULTS TO STAB THE OTHER COMPETITOR WITH THEIR BLADE. FROM HERE THE GOBLINS TRADE BLOWS - ONE STRIKING THE OTHER IN TURN UNTIL ONE OF THE GOBLINS CEASES TO LIVE OR IS AT LEAST INCAPABLE OF ANSWERING THE BLOW INFLICTED BY THE OTHER COMPETITOR.

WHIMSLESULF CONSIDERED A LOCAL CHAMPION OF THE SPORT HAS SUCCESSFULLY PROSECUTED TWELVE INDIVIDUAL GAMES OF STAB! AND DURING ONE, WHICH TOOK OVER TWO DAYS TO COMPLETE, THE OLD GOBLIN WAS STABBED HIMSELF OVER 300 TIMES, STABBING HIS COMPETITOR SLIGHT MORE FREQUENTLY, THOUGH DURING THAT MATCH BOTH WERE PROCLAIMED DEAD & DEFEATED ON MULTIPLE INSTANCES ONLY TO RETURN TO THE MATCH, ALL THE WORSE FOR WEAR. THE CHAMPION REVEALED TO ME, WHEN I QUESIONED HIS ABILITIES, THAT HE HAD DEVISED A METHOD THAT HAD ALLOWED HIS KNIFE TO DRAIN THE BLOOD OF HIS OPPONENT AND TO TRANSFER THAT BLOOD TO HIMSELF THROUGH TUBES. IT APPEARS THE OPPONENT HAD A SIMILAR GIMMICK BUT WHICH FAILED TO KEEP PACE WITH THE CHAMPIONS

Innate to the Goblins is the Seed of Chaos. The Aetheric fairies, that is the Elves, possess an aspect of this Chaos, some among them are purely disposed toward a maddening, confusing jumble. The Chthonic fairies – that is the Dwarves – are much more regular, symmetric & organized. They follow paths like furrows in the ground.

The Goblins are the Fairies of Fire – they are creation, destruction, change – where the Elves inherit some unseen force and the Dwarves are comprised of the purely physical – the Goblins are the Fairies linked to a Reaction – and they are as a result temperamental & exotically reactive.

This is the seed of chaos that informs all the expressions of goblinkind – which are multifarious and spontaneous. Individual goblins don't tend to resemble their kin in the manner typical to other creatures. A Redcap mother might bear a Gnome child and is possibly more likely to than she is to bear another Redcap. This expression of the innumerable goblin modes is counteracted by the individual goblin's desire to find others of their kind. Colonies of Hobs & Menehunes spontaneously generate in areas where multiple specimens of a kind come to find a place.

The settlement patterns of the Goblins are as chaotic as they are individually and very few warrens last more than a few generations. When a warren forms, it forms spontaneously around a leader or coterie of leaders. This provides interesting opportunities for ambitious goblins, especially the rare examples who possess an outsize personality.

Warrens have the effect on the land that a goblin has on its own environment. Like rust & flame & entropy – the warren consumes & alters the land – in effect metabolizing the world itself to generate yet more goblins.

It is no accident then, that the presence of a goblin warren is seen by others as a threat. Goblins do not regard themselves as blight, but neither do they consider themselves to be without blame. They are clever as a species and circumspect enough to understand their role in the land – that of agents of chaos & change. They are the mutations that evolve the land & the relentless force of entropy that gives life its requisite impermanence.

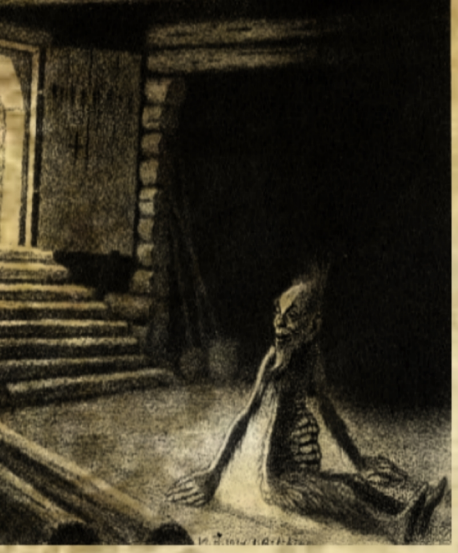
When you choose to play a goblin – you should roll to determine which of the Goblin Modalities you'll follow.

Goblin Modalities							
Roll	Type	Roll	Type	Roll	Type	Roll	Type
1	Goblin	6	Kenku	11	Phooka	16	Duende
2	Bugbear	7	Hobgoblin	12	Redcap	17	Menehune
3	Kobold	8	Boggart	13	Pukwudgie	18	Hob
4	Gremlin	9	Knocker	14	Kallikantzaros	19	Bogey
5	Gnome	10	Tengu	15	Dokkaebi	20	Hybrid! - roll Twice

Goblin – The archetypal goblin is a bipedal, hunch-shouldered humanoid being. The goblin's arms are very long, much longer than its legs – which are disproportionately short. The archetypal goblin has batwing ears that are long and swept back – and which point rigidly. The goblin's nose is very long and pointy with a slight hook. These goblins rarely have any hair at all. Their skin is green and lightly coated in a faint insulating slime. Their mouths are excessively wide and they have at least one row of conical teeth. They tend to have dark eyes ranging from a dark red to black.



Bugbear – Similar to the archetypal goblin but generously furred. Bugbears have thick furry coats that cover all but their faces & the palms of their hands. This fur tends to bristle and sometimes thickens to the point of being quills. Bugbears' noses & ears droop where the archetypal goblin's are rigid. Their claws are longer & larger & they usually have a few very long errant teeth that resemble incongruous tusks. Bugbears preferentially learn **Eat Anything** and gain this ability for half the normal Xp cost.



Kobold – The Kobold is the smallest of the goblin modalities – they are simultaneously more human in appearance while being the least human in behavior. Kobolds slightly resemble the archetypal goblin – they have long pointed noses & ears, but they also have long beards & hair which they keep well groomed, generally. They tend to be tidy in a way that other Goblins are not and they are always quite small. Kobolds preferentially learn **Chthonic Survival** and gain this ability for half the normal Xp Cost.



Gremlin – Gremlins are very similar to the archetypal goblin – in coloration, skin condition & hairlessness particularly. They differ in that their ears are larger – large enough that it is common for Gremlins to tie them up behind their head like another person might tie their hair. Gremlins differ greatly in that their eyes are very large and tend to lighter colors and their noses are all but absent. Some gremlins even have visible articulated nostril on their face which open and close. Gremlins are very often coated in a patina of rust & dust. They learn **Ruin** preferentially and gain it for half Xp.



Gnome – Gnomes strongly resemble Dwarves & Elves – much more than they do the archetypal goblin. Their noses are bulbous rather than pointed, their ears are curved and their teeth are not jagged. In effect a gnome is a smoothed down goblin with gentler features. Bright eyes and elaborate facial hair (but rarely full beards) complete the image. Gnomes are slender unlike Dwarves and their physique tends to resemble that of an Elf rather than a dwarf or Goblin – though they still have the long arms and short legs common to their kind. Gnomes preferentially learn **Tinkering** – gaining it for half Xp.



Kenku – Where most goblins are more or less obviously similar to monkeys & apes – Kenkus are like birds. Instead of the long nose & jutting chin & pointed teeth of other goblins the Kenku has a long black beak. Instead of spindly short legs, the Kenku has bird legs. In fact the Kenku resembles nothing so much as a very large crow. Kenkus cannot fly though they are covered in feathers. They have arms for wings that terminate in hands. Kenku are skilled at trickery, and take to it wish aplomb – they learn **Glammer** spells at half the normal Xp cost.



Hobgoblin – Comical & whimsical albeit usually with a murderous flourish – Hobgoblins are something like a photographic negative of the archetypal goblin. Their flesh tends toward yellow instead of green, their ears & noses are just holes in their skulls with faint hints of something more. Hobgoblins instead have lavish jaw lines, extra rows of sawblade teeth and usually sport preposterous brow lines crowned with yet more ostentatious eyebrows. Hobgoblins seem to prefer warrior vocations & they preferentially learn the **Destructive** ability – gaining it for half the normal Xp cost.





Knocker- Grey-skinned and skinny, the Knocker is among the most alien of the goblin modalities. Knockers have thin, sparse hair that is all but invisible and their flesh is dry and powdery. Knockers barely have any face at all. Their mouths are tiny slits as are their noses. They have barely any ears – but they do have massive, bulbous heads & most prominent of all – enormous, shining black eyes. The spindly knockers have strange preferences – and are known for lurking inside of people's homes & appearing suddenly to surprise and abduct members of a household. Knockers get an added point to the **Hide in Shadows** and **Open Locks** adventuring skills.

Boggart – Feral in a way that most other goblins are not – Boggarts tend to abandon their warrens to live alone, usually in a dreary wetland. Boggarts resemble extremely plump archetypal goblins. They have thick bellies & necks and seem to waddle when they walk. They are among the least friendly of their kind, strongly preferring to live in solitude. Boggarts have strange taboos against making things – preferring to steal. Boggarts have the Adventuring Skills **Pick Pockets** & **Move Quietly** both increased by 1.





Tengu –taller than other goblins & with long, thick hair, the Kenku don't much resemble their kin. In particular, they have bright red flesh, and small cauliflower ears. Their noses are still long but terminate in a bulbous red tip. Frequently cross-eyed, the Tengu is considered remarkably ugly even by other goblins – which fact the Tengu are often quite vain concerning. Tengu are extremely gifted magicians & learn the **Spellbook** ability for half the normal Xp cost.



Phooka – Phooka resemble other goblins, all other goblins, slightly. They've drooping, furred ears, they've long pointed noses, they've wide mouths full of sawblade rows of teeth. Their most distinctive feature is their Goat-eyes and cloven hooves. Phooka have the lozenge-shaped irises of a goat as well as the cloven hooves of that same beast. The Phooka is also slightly predisposed toward that animal and other hoofed beasts. Phooka live, almost like halflings, occupying a secret niche in a local farmyard – rather than having their own warrens or cities. Phooka can see through illusions quite well, they get **Illusion Resistance** for half the normal Xp cost.

Redcap – The surliest, meanest & cruelest of goblinkind, Redcaps are named for their red hats. Otherwise they strongly resemble muscular examples of the archetypal goblin. Redcaps usually have more rows of teeth and their noses turn up at the end instead of down. They also usually wear some kind of knit garment on their head which they prefer to soak in blood. Redcaps have a strong desire to douse themselves with blood fairly regularly. Redcaps have a predilection to **Rampage** and they gain that ability for half the normal Xp cost.



Pukwudgie – Forest goblins – notable for their lack of hair but proliferation of flowering grasses where one might normally expect to find hair. The Pukwudgie is a benign sort of goblin, they have a pudgy, good natured, rustic appearance – often coupled with softer features, large bulbous noses and big mud-stamping feet. Pukwudgies often look a bit lost or forlorn, but their expressions belie the same sharp intellect that distinguishes all goblinkind. Pukwudgies preferentially learn the **Jinx** ability, gaining it for half the normal Xp cost.







Kallikantzaros – Among the most malevolent of the Goblin modes, the Kallikantzaros's malign nature is reflected in its unsettling appearance. Pointed & hairless like the archetypal goblin – the Kallikantzaros is distinguished by its extreme thinness and its dull black skin. The Kallikantzaros tend to be taller and much more slender than other goblins and their flesh is black, like a starless night. The only color they reveal is the red of their fanged mouths & the yellow of their bright, hostile eyes. Kallikantzaros learn **Eat Anything** preferentially, gaining the power for half the normal Xp cost.

Dokkaebi – The striped fire-goblin. Dokkaebi have brightly colored skin with tiger stripes. They also have short, pugnacious noses and round, furled ears. Dokkaebi are commonly red & orange in coloration, or multiple shades of each. Their demeanor is both fiery & jovial at once and they are notable for their quick tempers and quick friendships. Dokkaebi learn **Tantrum** preferentially – they can choose this ability for half the normal Xp cost.



Duende – Very like the archetypal goblin but with a few distinct features that mark the Duende as its own specific type. Duende are usually wrinkly and have the appearance of age. This is not inappropriate considering the most notable thing about the Duende – their extremely long lives. Most Duende are actually hundreds of years old – but a handful appear every year – so their population among the goblins is actually rather disproportionate. Given their age and experience Duende commonly gain leadership positions (such as they are) within a warren – leading some to believe that the Goblins practice a caste hierarchy. Duende can learn the **Disease Immunity** elf power.

Menehune – Water



Goblins are distinctly more pleasant than most other goblin types. Disdaining the aggressive, bloodthirsty tendencies of their kind the Menehune seem to prefer simple lives out of doors. Menehunes have ruddy, Halfling-like features, seeming to resemble a well-proportioned human child more than they do any other goblins. What gives the Menehunes away is their bulbous hairy gut as well as their unrelenting appetite for alcohol. Menehunes are magically fortunate. They can learn the halflings' **Lucky** ability.



Hob – Thickset & sallow skinned variations on the archetypal goblin, Hobs are notable for their massive toeless feet & fringes of gray hair. Hobs have more generous dimensions than goblins of the common mold. They seem to have double the thickness of body and limb and where most goblins are spindly, Hobs have a certain density, a solidity that makes them seem somehow more agreeable and morally substantial. Hobs are quite magical and learn **Spellcasting** for half the normal Xp cost.

Bogey – Sinister, hidden foes, the Bogeys are to Goblins what Goblins are to others. Where the archetypal goblin sneers and grasps, the Bogey hisses and bites. Bogeys lurk in shadows and have an uncanny & unpleasant habit of reaching from the shadows suddenly to grab people with a sudden malicious revelation. Bogeys are notable for their eyes like licking flames, the thick shadows that they always cast – even in shadow or darkness – and the way that it is never quite possible to make them out in the dark. Bogeys gain two free points of **Hide in Shadows**.





Hybrids –
Actually a quite common type. The seed of chaos runs deep in all the goblins and is quite frequently expressed as a new type of goblin –



somewhere in between two or more other types. If you roll a Hybrid goblin you roll twice and combine the two results – you gain all the benefits of both types but must come up with a description that merges the two goblin modes yourself. If you roll a 20 on any of the additional rolls – you keep adding more modes to the stew, as it were.



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I know about other people. Dwarves – I know quite a few dwarves fairly well. Among them they have what they call Clans – which is a way of saying families – which is another kind of organization that people have – humans and elves principally. Now it's taken for granted among these people that the children will resemble the parents, that the parents will pass on some glimmer of their appearance & their traits to all of their descendants in perpetuity. Which is an idea I found totally at odds with sense when I first encountered it. Naturally I needed time to pick up the cues – understand the distinctions in Dwarf appearances and so on – and then I finally saw for myself when my friend Frokki's daughter strongly resembled Frokki. That was a revelation to me. The other races have bloodlines & clans, they have tribes which carry forward their innate distinctions. Goblins do not. We simply don't. We have what I would call – Modalities. I'm what's commonly called a gnome – which is a kind of goblin – I know this because I was raised in the warren by my Redcap mother. I have some Gremlin brothers and some Knocker & Boggart cousins. None of us look like each other – we're all quite different. Different modes of the same expression. What I call the deep-seed of chaos within us. As for the gnomes – me and my ilk – chaos isn't very well chaos without that there is some prevalent outlying mode. We gnomes, we've got the symmetry of dwarves and a bit of the elvish mystique. I'm told we're personable in the way that the Halflings are – though I've only ever had halflings for dinner and never met one.

Expressing your Goblin Self –

Playing a Goblin comes with its own rewards and a few interesting challenges. Goblins are somewhat comical – and somewhat murderous – they're monstrous and pitiful and they have as much in their favor as they do against them. Many of the other types of adventurers have accessible fictional archetypes. Handsome diffident elf princes, plucky anomalously adventurous halflings and gruff combative dwarfs are all common tropes. Even the blank slate human character is a regular of heroic fantasy storytelling. The goblin is... less obviously accessible – less blatantly heroic and less obviously sympathetic as an avatar.

And yet the Goblin has so much to offer. Temperamental, conflicted, ambitious – the Goblin Adventurers pursue their agendas with ferocity that shames the dreams of other adventurers. They have schemes and goals and will kill & die for to achieve these goals. Fundamental to the experience of playing a goblin is to understand your character's ambition and to define the fury with which that ambition will be pursued. A typical example is the story of Rumpelstiltskin – a Hob who sought to keep his name hidden & to have a human child to raise. When his dreams were shattered Rumpelstiltskin stamped his foot with such fury that he split in two and destroyed himself.

In aid of defining your passionate ambitions and the terrible consequences of these pursuits the following tables are provided.

Coloration

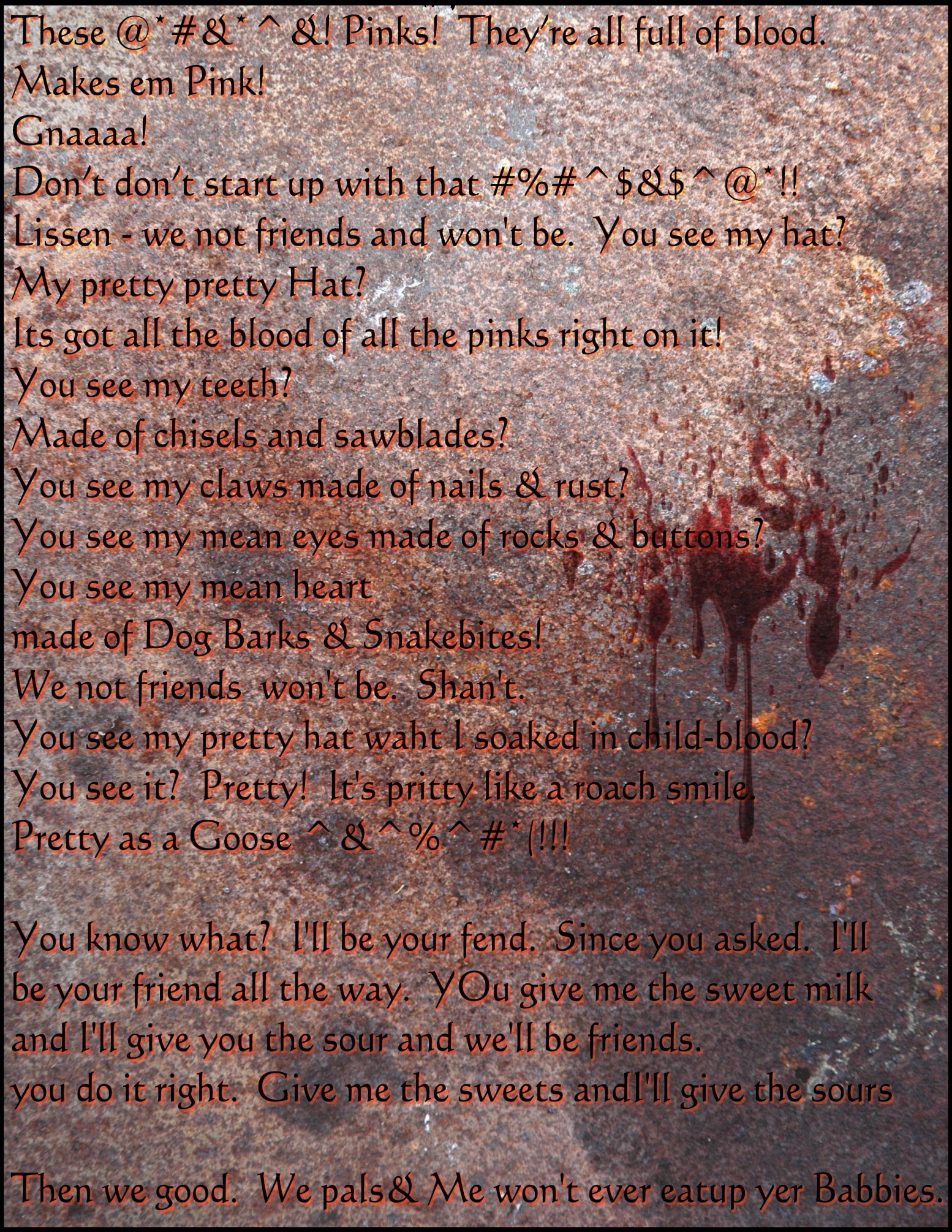
Roll	Hair	Eyes	Skin
1	Birdnest	Wax	Green
2	Cobweb	Fire	Swamp
3	Pipebrush	Pitch	Grass
4	Tar	Nacre	Leaf
5	Slime	Blood	Drab
6	Mold	Chalk	Ash
7	Scab	Dirt	Tar
8	Toadstool	Eggshell	Bone
9	Grease	Cork	Tallow
10	Ash	Rust	Rot
11	Oil	Oil	Oil
12	Foam	Clot	Orange
13	Tar	Grime	Moss
14	Chalk	Night	Pumpkin
15	Dust	Coal	Iron
16	Rust	Burning	Gold
17	Iron	Neon	Nut
18	Smoke	Glassy	Scab
19	Roach	Puke	Velvet
20	Velvet	Ember	Candle

Expressions of the Seed of Chaos

Roll	What Changes	How?	When?
1	Ears	Grow	On Sundays
2	Nose	Twitches	Constantly
3	Eyes	Fall Off	After Big Meals
4	Teeth	Replaced	Daily
5	Fingers	Double	During Sleep
6	Voice	Expands	When Angry
7	Hair	Appears	On Command
8	Grimace	Erupt	Frequently
9	Pimples	Disappear	Regularly
10	Warts	Overwhelm	Wednesdays
11	Nails	Heat Up	At Night
12	Tongue	Shrinks	In the Cold
13	Toes	Curl Up	At Midnight
14	Legs	Dance	At Dawn
15	Freckles	Protrude	When Crying
16	Head	Inflates	Unpredictably
17	Hands	Unscrew	At Will
18	Bones	Scream	At Weddings
19	Tattoos	Glow	Near Water
20	Joints	Freeze	Before Rain

Goblin aspirations are closely held & deeply motivating to their possessors. Goblins have a wide array of wishes and these may change from moment to moment. The table here allows you to generate some moods & hopes for your goblin character

Goblin Dreams					
Roll	Searching For	Roll	Hates	Roll	Loves
1	True Love	1	Their Name Being Known	1	Spider Candy
2	A Baby	2	Anyone Left Handed	2	Cobwebs
3	Naughty Children	3	People With Blonde Hair	3	Waiting Submerged
4	A Virtuous Person	4	Tall People	4	Being Filthy
5	A Spouse	5	Backwards Speech	5	Oil & Flame
6	Many Mates	6	Mirrors	6	Rust
7	A True Friend	7	A Certain Song	7	Pancakes
8	A Sincere Enemy	8	One Specific Word	8	Circles
9	A Specific Food	9	Horses	9	Hats
10	A Certain Item	10	Dogs	10	Competition
11	Great Infamy	11	Fair Deals	11	Swearing
12	Popularity	12	Telling Lies	12	Flatulence
13	A Pet	13	Being Deceived	13	Laughing
14	A Fortune	14	Holy Symbols	14	Electricity
15	The Perfect Trick	15	Graveyards	15	Tears & Weeping
16	Someone to Kill	16	Farmers	16	Broken Bones
17	Someone to Bite	17	Boastful People	17	Teeth
18	Something Magic	18	Other Goblins	18	Saws
19	A New Land	19	Rats	19	Rattling Noises
20	Spouses	20	Dirt	20	Screaming


These @*#&*^&! Pinks! They're all full of blood.
Makes em Pink!
Gnaaaa!
Don't don't start up with that #%#^$&$^@*!!
Lissen - we not friends and won't be. You see my hat?
My pretty pretty Hat?
Its got all the blood of all the pinks right on it!
You see my teeth?
Made of chisels and sawblades?
You see my claws made of nails & rust?
You see my mean eyes made of rocks & buttons?
You see my mean heart
made of Dog Barks & Snakebites!
We not friends won't be. Shan't.
You see my pretty hat waht I soaked in child-blood?
You see it? Pretty! It's pritty like a roach smile.
Pretty as a Goose ^&^%^#*(!!!
You know what? I'll be your fend. Since you asked. I'll be your friend all the way. YOu give me the sweet milk and I'll give you the sour and we'll be friends.
you do it right. Give me the sweets andI'll give the sours
Then we good. We pals& Me won't ever eatup yer Babbies.

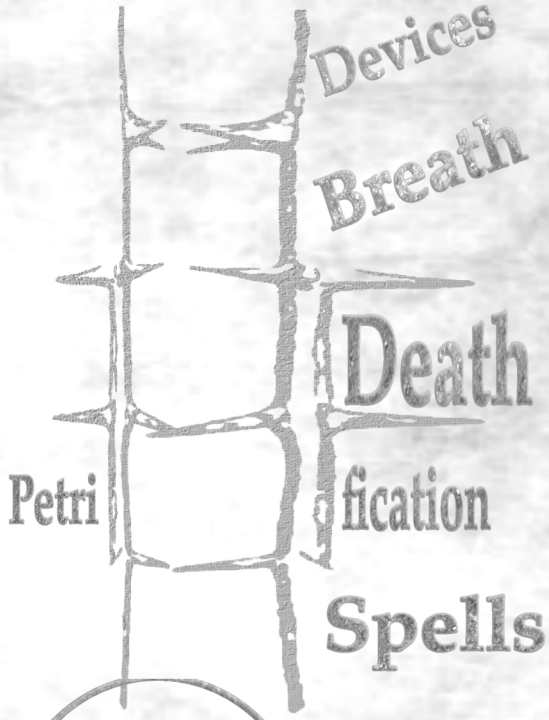
here's the legend of

A Goblin Named

STATISTICS



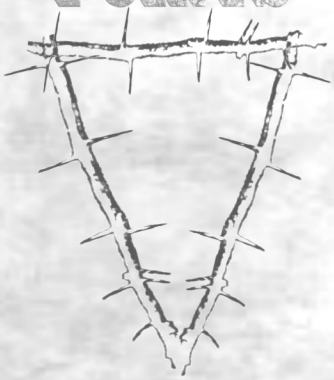
SAVING THROWS



SKILLS



HIT POINTS





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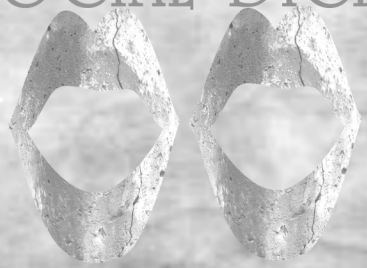
SOCIAL DICE



ARMOR CLASS



Who brings all of this to the North

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Light = D6 = Enc 1
Medium = D8 = Enc 1
Heavy = D0 = Enc 3

Armor Encumbers based on AC
AC 13 = Enc 1
AC 15 = Enc 2
AC 17 = Enc 3
Shield = +2 AC Enc 1

1 _____

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3 _____ 4 _____ 5 _____

6 _____ 7 _____ 8 _____

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12 _____ 13 _____ 14 _____

15 _____ 16 _____

17 _____ 18 _____ 19 _____

20 _____ 21 _____ 22 _____

Ammunition Encumbers at 1 per 5

Feed & Water encumber at 1 per day

Movement Speed _____

DEX - Encumbrance over CON

Who has knowledge of these languages

Hobtalkd & Hobscrawl

And the less clever & pretty languages of the less fortunate:

Elfish
Arboran
Confirii
Dessidurii

Dwarfish
Cavern
Ocean
Snow

Humish
High Sundus
Austrus
Nordagh
Oss
Vesten
Kenahr
Hoej

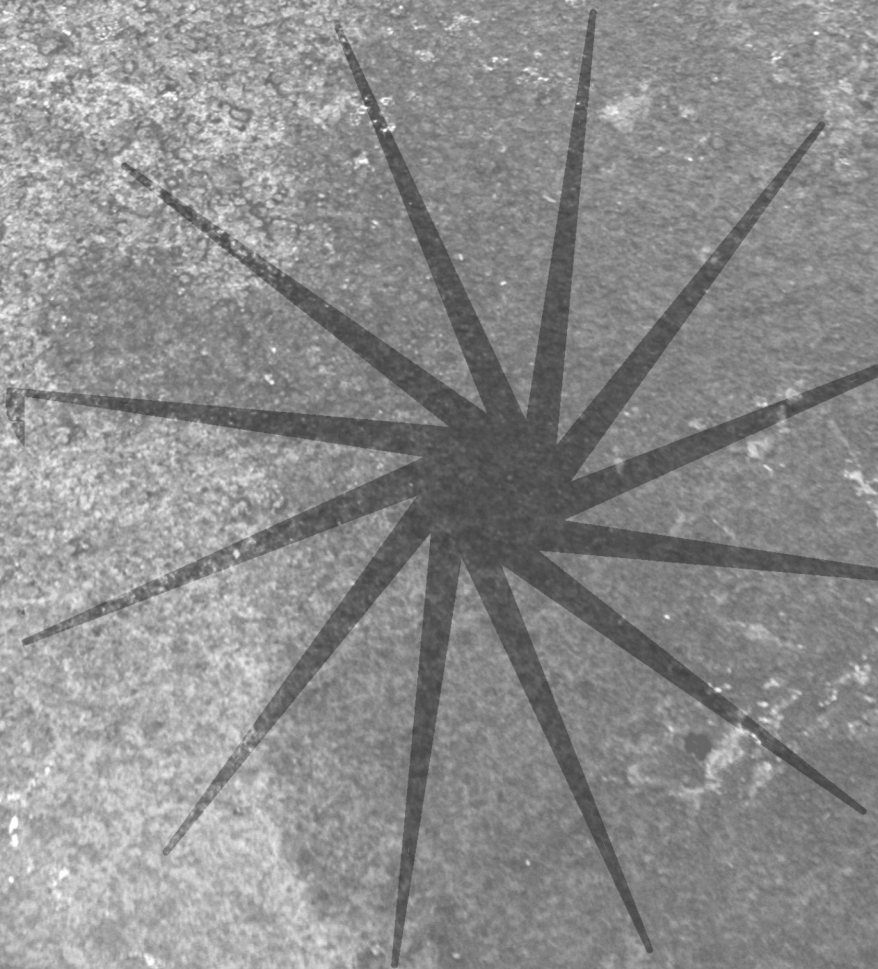
Monsterish
Orkii
Wozish
Kalamni
Om-Ge
Alep

Immortalish
Beheman
Lavithan
Estrellan
Djagan

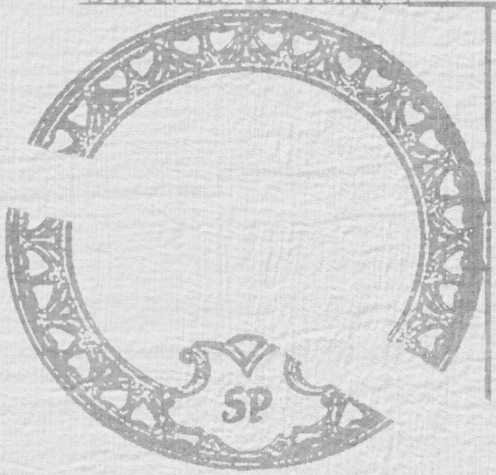
reads & writes in

Dess
Andaless
Ans
Goehr
Sundus
Diasp
Lothe
Tiglath

Vada
Tdorszh
Hohl
Gallak
Czerwa
Pawlish
Ruhmn
Calculaat



Silver & Currency



Jewels & Trinkets

Treasures

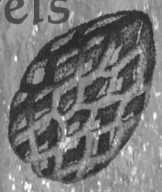
Allies & Friends

Knowledge, Secrets & Lore

Tools & Equipment

Glammer Levels Per Day





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Wizard Levels Per Day





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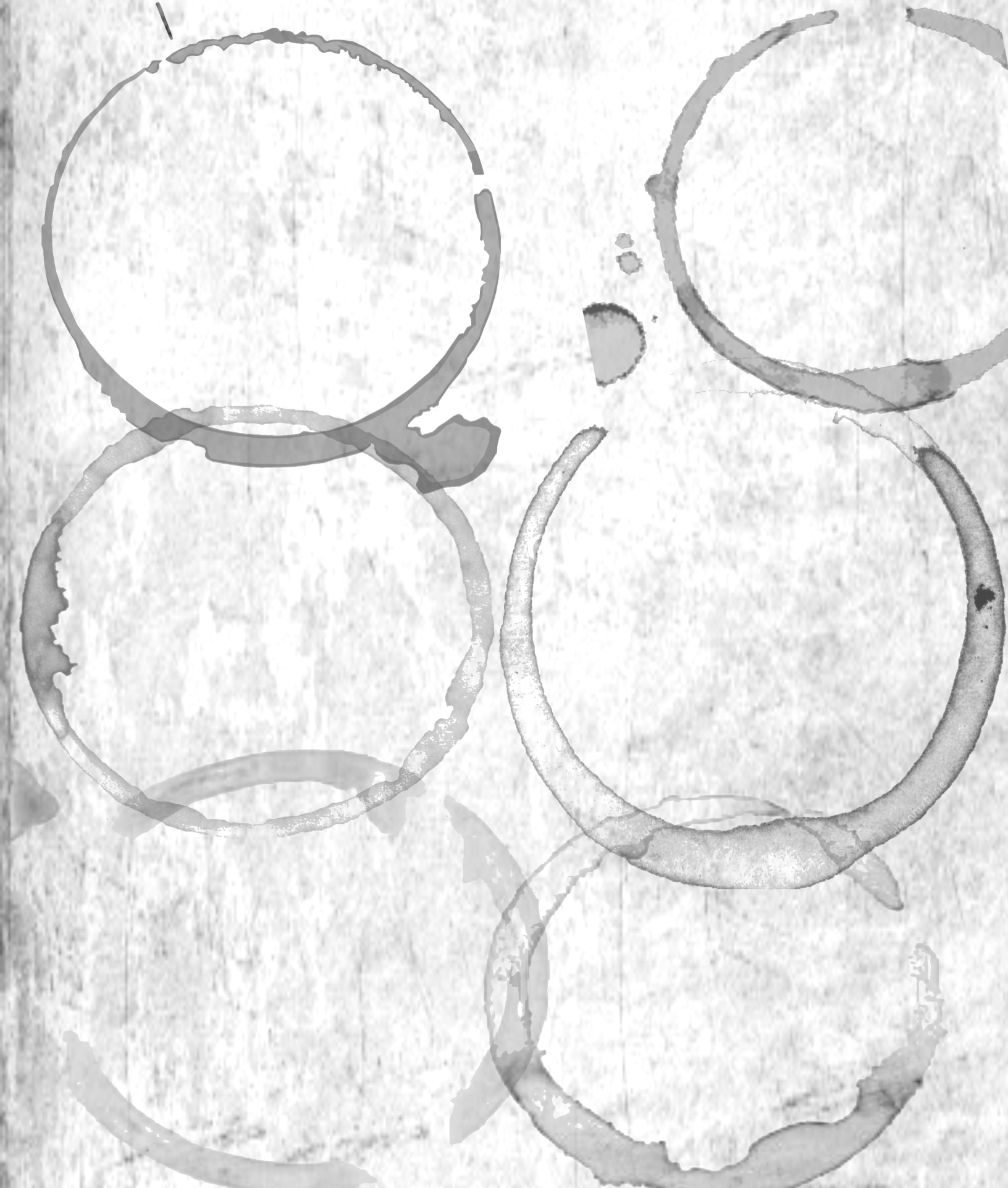
Who Has Mastered These Maneuvers



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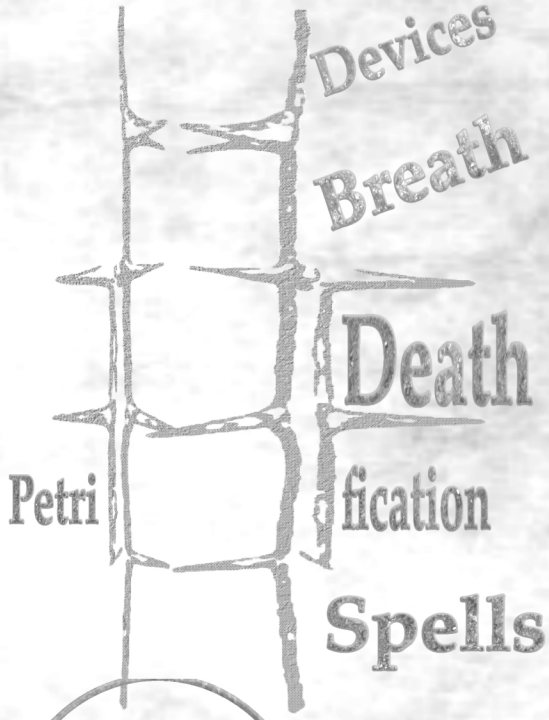

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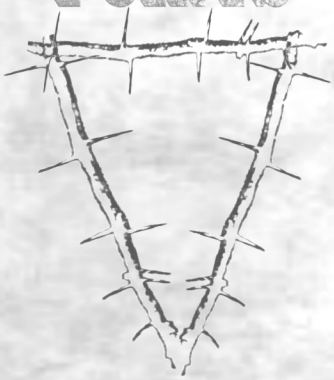



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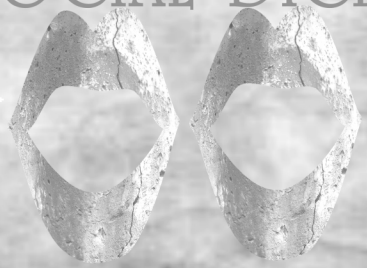

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Austrus
Nordagh
Oss
Vesten
Kenahr
Hoej

Monsterish
Orkii
Wozish
Kalamni
Om-Ge
Alep

Immortalish
Beheman
Lavithan
Estrellan
Djagan

reads & writes in

Dess
Andaless
Ans
Goehr
Sundus
Diasp
Lothe
Tiglath

Vada
Tdorszh
Hohl
Gallak
Czerwa
Pawlish
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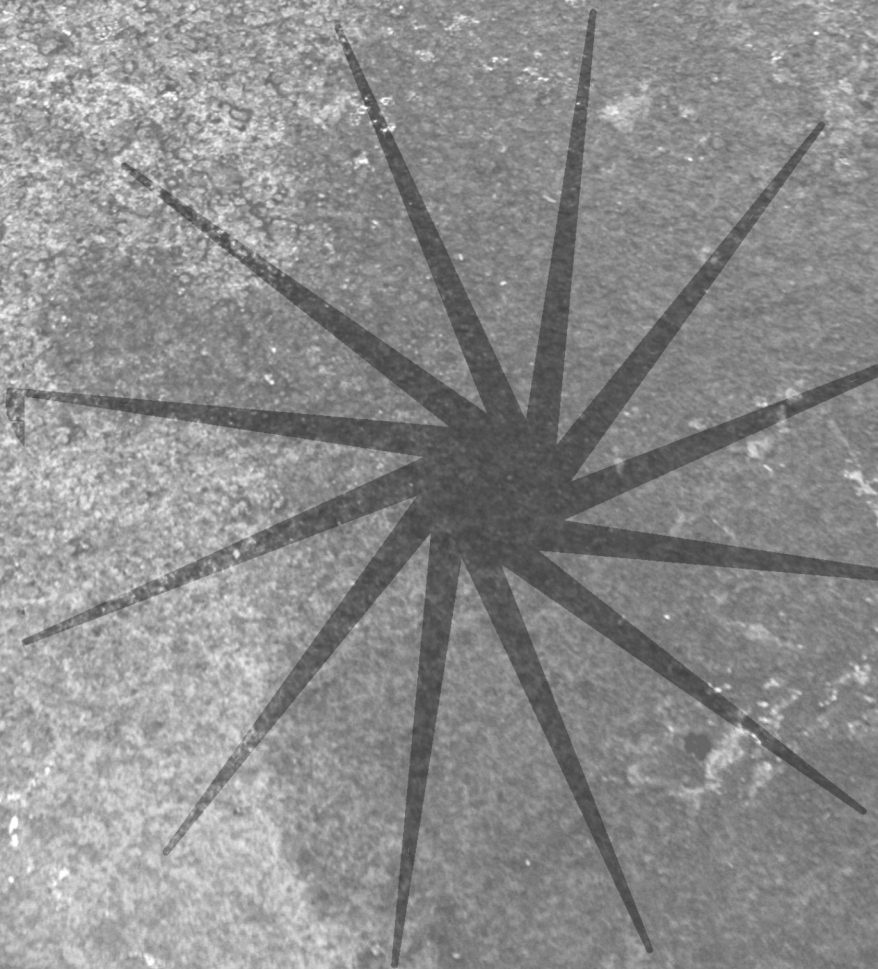
Calculaat



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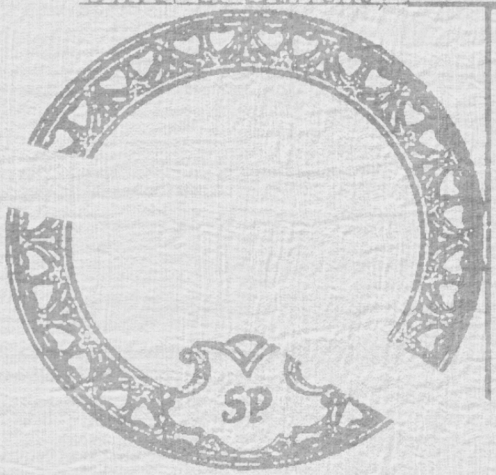

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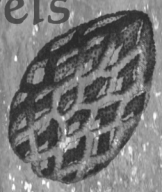

Spell_____

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Spell_____

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Spell_____

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Wizard Levels Per Day





Spell_____

Level_____

Casting Time _____

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Who Has Mastered These Maneuvers

