

Goblin (25 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	2D6; [1]
8	DEX	-6	11-	OCV 3 DCV 3
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER ROLL 11-/17-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE ATTACK: 2D6
6	COM	-2	10-	
3	PD	1		TOTAL: 3 PD (1 RPD)
3	ED	1		TOTAL: 3 ED (1 RED)
2	SPD	2		PHASES: 6, 12
4	REC	0		
20	END	0		
16	STUN	-2		

TOTAL CHARACTERISTIC COST: -21

MOVEMENT:

RUNNING: 4" / 8"
SWIMMING: 1" / 2"
LEAPING: 2" / 4"

COST POWERS

- 1 **Tough Skin:** Damage Resistance (1 PD/1 ED)
- 5 **Small and Hard To Hit:** +1 with DCV
- 0 **Claws/Fangs:** Can use 10 STR Damage as Killing Attack = 1/2d6 HKA
- 3 **Darkvision:** +4 PER with Normal Sight (4 Active Points); Limited Power Only to Counteract Darkness Modifiers (-1/2)
- 1 **Darksight:** Sight Group Flash Defense (2 points) (2 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
- 2 **Smell-O-Rama Snout:** +2 PER with Normal Smell
- 2 **Stench Guard Snout/Tasteless Tongue:** Smell/Taste Group Flash Defense (2 points)
- 5 **Snout:** Tracking with Normal Smell
- 1 **Stamina:** Naked Modifier - on 5 STR, Reduced Endurance (1/2 END; +1/4) (1 Active Points)
- 2 **Efficient Metabolism:** Life Support (Eating Character only has to eat once per week; Sleeping Character only has to sleep 8 hours per week)
- 2 **Thin Air Adapted Lungs:** Life Support (END Per Minute) (Extended Breathing 1 END per Minute)
- 5 **Disease Resistant:** Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 5 **Poison Resistant:** Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 1 **Pressure Resistant:** Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum) (3 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 2 **Temperature Resistant:** Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 50% Immunity, Only 50% Effect From. (-1)

TOTAL POWERS COST: 37

SKILLS

- 4 WF: Common Melee Weapons, Common Missile Weapons
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-; Self Only (-1/2)
- 3 +2 with Concealment (4 Active Points); Self Only (-1/2)
- 0 Conversation 8-
- 0 Deduction 8-
- 0 AK: Home Country or Region 8-
- 0 KS: Mining 8-

SKILLS

- 0 KS: Weaponsmithing 8-
- 0 Language: Goblin (Jebline) (idiomatic) (4 Active Points)
- 0 Language: Hobgoblin (Ho-Jebline) (fluent conversation)
- 0 Language: Orc (Euroz) (basic conversation)
- 0 Language: Bugbear (Buheer) (basic conversation)
- 0 Language: Kobold (Celbit) (basic conversation)
- 0 Paramedics (Healing) 8-
- 0 Persuasion 8-
- 0 PS: Warrior 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 2 +1 with Stealth
- 0 Survival 8-
- 0 TF: Custom Adder, Equines

TOTAL SKILLS COST: 9

TOTAL COST: 25

0+ DISADVANTAGES

- 5 Distinctive Features: Goblin (~4' Tall, Ugly Leathery Skin, Red Pupiless Eyes, Claws/Fangs) (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 0 Hunted: Goblinoid-Haters and other Humanoid-Haters 8- (Less Pow, Mildly Punish)
- 0 Normal Characteristic Maxima - Goblin
- 0 NCM: 20 STR, 16 DEX, 20 CON, 16 BODY, 16 INT, 16 EGO, 20 PRE, 13 COM, 9 PD, 9 ED, 4 SPD, 10 REC, 50 END, 46 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
- 0 ACM (Absolute Characteristic Maxima): 30 STR, 26 DEX, 30 CON, 30 BODY, 26 INT, 26 EGO, 30 PRE, 23 COM, 18 PD, 18 ED, 8 SPD, 24 REC, 100 END, 92 STUN (Absolute Maximum Limit without Magical Enhancement).
- 5 Physical Limitation: Achromatopsia (Partial Cone Colorblindness, Can only distinguish Bright Garish Colors and Many Shades of Grey, hard to see fine details) and Photophobia (slight discomfort in bright light, so prefer dim light) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Short, 66-75% of human size (.25m to 1.5m, or 3/4"; +1" KB) Infrequently, Slightly Impairing
- 5 Physical Limitation - Short-Lived (~50 Years or ~50% of Human Norm; Young 7-10, Mature 11-20, Middle-Aged 21-30, Old 31-45, Venerable 46-60): (Infrequently, Slightly Impairing)
- 5 Psychological Limitation: Aversion to Sunlight (Uncommon, Moderate)
- 5 Psychological Limitation: Hatred of Dwarves and Gnomes (Uncommon, Moderate)
- 5 Rivalry: Professional (Other Goblins and Tribes of Goblins or Other Humanoids; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
- 0 Social Limitation: Goblin - Not Accepted in Most Civilized Societies (Occasionally, Minor, Not Limiting In Some Cultures)
- 0 Susceptibility: Affected by both Pro- and Anti-Goblinoid Magics
- 10 Susceptibility to Sunlight or Very Bright Light: , Painful -1 to CV, Characteristic, and Skill Rolls; -2 to Sight PER Rolls Instant (Common)
- 10 Vulnerability: 2 x Effect Light-Based Flashes vs. Sight (Uncommon)
- 0 Experience Points

UNSPENT EXPERIENCE POINTS: 0

TOTAL DISADVANTAGE POINTS: 60

TOTAL COST: 25

BACKGROUND/HISTORY:

Goblins are basically a smaller version of Hobgoblins or Orcs. Goblins live underground in caves and caverns and have well-developed infravision, with a 60-90' range. In full daylight they fight with a penalties, so they normally send hunting parties out at night to scavenge food and attack poorly -defended groups of humans.

QUOTE/SOURCES:

- RC.180; 1e-MM.47, 1e-DMG.40; 2e-MM.163, 2e-CBoH.35-36; 3e-MM.107-108.
- Roger E. Moore "The Humanoids: All About Kobolds, Goblins, Hobgoblins, and Gnolls" Dragon Magazine #63 (July 1982) Reprinted in Best of Dragon Magazine #5 (May 1986) p.54-57.
- Roger E. Moore "The Half-Orc Point of View" and "The Gods of the Orcs" Dragon Magazine #62 (June 1982) Reprinted in Best of Dragon Magazine #3 (July 1983) p.28ff.
- Tolkienesque Orcs, Goblins, Hobgoblins, and Uruk-Hai: tCGtME.304-306, 404-405; RM/MERP: LoME-V3.84ff.
- Rolemaster Orcs: Races + Cultures: Underground Races (Goblins, Hobgoblins, Common Orcs, Greater Orcs, and Grey Orcs) (1996)
- Hero: FH.118; 4e FH.172-173, FHC.72-74; 5e HSB.27, MMM.50.

POWERS/TACTICS:

Outnumber and overwhelm.

- d6K = 3 BODY, 9 STUN = 4 hits to Kill, 3 hits to K/0
- d6K = 6 BODY, 18 SRUN = 2 hits to Kill, 1 hits to Stun
- d6K = 9 BODY, 27 STUN = 1 hit to Kill

CAMPAIGN USE: Archtypical small sub-human monster race.

Variants:

- Leader = Orc (1/40); Assistants = Orc (4/40); Guards = Hobgoblin (1/50); Sub-Chief = Hobgoblin (1/200); Bodyguards = Groll (2-8/Chief).
- Sub-Chief: 1+1 HD = 11 BODY, STUN figured +4.
- Chief: 2+2 HD = 12 BODY, STUN figured +8.
- King: 3+3 HD = 13 BODY, STUN figured +12, no penalties in daylight, all goblins +2 Morale.
- Shaman: up to 7th level Cleric (up to 70 Active Points of Divine Spells)
- Witchdoctor: up to 4th level Magic-User (up to 40 Points of Arcane Spells)

APPEARANCE:

Goblins are a humanoid race, small (3.5' to 4.5' tall) and very ugly by human standards. They have pointed ears and misshapen teeth. Thier skin is tough and leathery and is a pale earthy color, such as chalky tan or livid gray. Their eyes are red or yellow, and glow when there is little light.

COMBAT STATISTIC SUMMARY

Perception: 11-/17-,

ATTACK:

- **SPD:** 2,
- **Initiative:** 8,
- **OCV:** 3,
- **STR Damage:** 2d6,
- **Combat Skill Levels:** +1 with DCV,
- **PRE Attack:** 2d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 3/1,
- **ED/rED:** 3/1,
- **BODY:** 8,
- **STUN:** 16,
- **CON Stunned:** 10.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

Genre: Fantasy
Campaign: Grey Hero
GM: Jason "Hierax" Verbitsky
Player: Standard NPC Monster Race
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