

Hobgoblin (75 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	3d6; [1]
10	DEX	0	11-	OCV 3 DCV 3
15	CON	10	12-	
11	BODY	2	11-	
8	INT	-2	11-	PER Roll 11-/17-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
30	END	0		
31	STUN	4		
TOTAL CHARACTERISTIC COST: 23				

MOVEMENT:

RUNNING:	6" / 12"
SWIMMING:	2" / 4"
LEAPING:	3" / 6"

COST POWERS

- 2 **Tough Skin:** Damage Resistance (2 PD/2 ED)
- 0 **Claws/Fangs:** Can use 15 STR Damage as Killing Attack = 1d6 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
- 4 **Stamina:** Naked Modifier - on 15 STR, Reduced Endurance (1/2 END; +1/4) (4 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: 36

SKILLS

- 5 +1 with HTH Combat
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-; Self Only (-1/2)
- 0 Conversation 8-
- 0 Deduction 8-
- 0 AK: Home Country or Region 8-
- 0 KS: Mining 8-
- 0 KS: Weaponsmithing 8-
- 0 Language: Hobgoblin(Ho-Jebline) (idiomatic)
- 0 Language: Goblin(Jebline) (completely fluent)
- 2 Language: Orc (Euroz) (fluent conversation)
- 2 Language: Bugbear (Buheer) (fluent conversation)
- 1 Language: Common (Aerdian or other Human Tongue) (basic conversation)
- 0 Paramedics (Healing) 8-
- 0 PS: Warrior 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 0 Survival 8-
- 1 Tactics 8-
- 1 Teamwork 8-
- 0 TF: Custom Adder, Equines

TOTAL SKILLS COST: 16

TOTAL COST: 75

25+ DISADVANTAGES

- 5 Distinctive Features: Hobgoblin (~6'6" 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 - Hobgoblin
- 0 NCM: 25 STR, 20 DEX, 25 CON, 21 BODY, 16 INT, 16 EGO, 25 PRE, 13 COM, 11 PD, 11 ED, 4 SPD, 12 REC, 60 END, 62 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
- 0 ACM (Absolute Characteristic Maxima): 35 STR, 30 DEX, 35 CON, 31 BODY, 26 INT, 26 EGO, 35 PRE, 23 COM, 22 PD, 22 ED, 8 SPD, 24 REC, 120 END, 124 STUN (Absolute Maximum Limit without Magical Enhancement).
- 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: Agressive and Violent (Uncommon, Moderate)
- 5 Psychological Limitation: Hated of Elves (Uncommon, Moderate)
- 5 Psychological Limitation: Honourable (Uncommon, Moderate)
- 5 Reputation: War-Like, 8-
- 5 Rivalry: Professional (Other Hobgoblins and Tribes of Hobgoblins; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
- 0 Social Limitation: Hobgoblin - Not Accepted in Most Civilized Societies (Occasionally, Minor, Not Limiting In Some Cultures)
- 0 Susceptibility: Affected by both Pro- and Anit-Goblinoid Magics, 1d6 damage per Hour (Uncommon)
- 15 Experience Points

UNSPENT EXPERIENCE POINTS: 0

TOTAL DISADVANTAGE POINTS: 35

TOTAL COST: 75

BACKGROUND/HISTORY:

Hobgoblins are related to Goblins (and Orcs), but are bigger, meaner, smarter, and better organized and disciplined. They live underground in caves and dungeons, but often hunt outdoors in rough, rugged wasteland and wilderness (having no penalties in daylight). They are natural warriors and many of them are skilled tacticians and strategists.

hobgoblins are somewhat of a mix of the traits of Tolkien's Goblins, Orcs, and Uruk-Hai. I like to think of them with a bit of Mongol, Samurai, and Klingon influence thrown in as well.

PERSONALITY/MOTIVATION:

Fight with Strength and Honour

QUOTE/SOURCES:

- RC.185; 1e-MM.52-53m 1e-DMG.40; 2e-MM.191; 3e-MM.119-120; Strength and Honor - The Mighty Hobgoblins of Tellene; HM-HoB-v?.??.
- 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 Hobgoblins, Goblins, Orcs, and Uruk-Hai: tCGtME.304-306, 404-405; RM/MERP: LoME-V3.84ff.
- Rolemaster Hobgoblins: Races + Cultures: Underground Races (Goblins, Hobgoblins, Common Orcs, Greater Orcs, and Grey Orcs) (1996)
- Hero: MMM.50-51,.77-78.

POWERS/TACTICS:

Any as appropriate to the situation.

CAMPAIGN USE:

Standard humanoid warrior (roughly equal to a 1st level Fighter) if you need something tougher try a Gnoll, or even a Bugbear; if you need something weaker try an Orc, Goblin, or even a Kobold.

- Leader/Sergeant (2+2 HD) = +3 STR, +3 CON, +1 BODY, +2 PRE, +1 PD, +1 ED, +1 SPD, +1 REC, +2 STUN, upgrade CSLs to +1 with All Combat.
- Sub-Chief/Bodyguard/Lieutenant (3+3 HD) = +5 STR, +5 CON, +2 BODY, +5 PRE, +2 PD, +2 ED, +1 SPD, +1 REC, +4 STUN, upgrade CSLs to +1 with All Combat and +1 with HTH.
- Chief/Captain (4+4 HD) = +8 STR, +8 CON, +3 BODY, +7 PRE, +3 PD, +3 ED, +2 SPD, +2 REC, +6 STUN, upgrade CSLs to +2 with All Combat.
- King/General (5+5 HD) = +10 STR, +10 CON, +4 BODY, +10 PRE, +4 PD, +4 ED, +3 SPD, +3 REC, +8 STUN, upgrade CSLs to +2 with All Combat and +1 with HTH.
- Witchdoctor/Shaman: up to 4th level magic-user (40 Active Points) or 7th level cleric (70 Active Points).
- Monks/Martial Artists: Highly Appropriate, both unarmed and armed (HTH and Ranged).

APPEARANCE:

Hobgoblins are slightly larger than human-sized (~6.5' 220 lbs) Goblinoids.

COMBAT STATISTIC SUMMARY

Perception: 11-/17-,

ATTACK:

- **SPD:** 2,
- **Initiative:** 10,
- **OCV:** 3,
- **STR Damage:** 3d6,
- **Combat Skill Levels:** +1 with HTH Combat,
- **PRE Attack:** 3d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 5/2,
- **ED/rED:** 5/2,
- **BODY:** 11,
- **STUN:** 31,
- **CON Stunned:** 15.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

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