Goblin Character Creation

You will play as a ragtag band of Goblins on a heist hoping to impress your tribe by returning with prized loot.

Roll or choose on the following tables to create character.

A Goblin Name

You are always free to pick a name not on this table!

d20	Name
1	Kog
2	Dibbs
3	Fronk
4	Irv
5	Squag
6	Mort
7	Vig
8	Sticks
9	Gorb
10	Yogg
11	Plok
12	Zrak
13	Dent
14	Krik
15	Mizzo
16	Bort
17	Nabo
18	Hink
19	Bree
20	Kreeb

A Goblin Job

Job	Stats	Starting gear	Ability
Fighter	+3 STR, +2 CON	Armor (+3 AC) Any melee weapon	When you attack, you can shove, grapple, throw, or take a similar action and still deal damage. Hitting with a natural 20 beheads the target, if it has an appropiate head.
Thief	+3 DEX, +2 INT	Cloak (+1 AC) Dagger Short bow	**Sneaky sneak.** Hide easily. **Assassin.** Attacks from hiding roll double damage dice. **Bloodlust.** On a kill, make a another attack.
Bard	+3 CHA, +2 DEX	Cloak (+1 AC) Musical instrument of your choice Dagger	**Inspire:** DC 12 CHA check to give another player a luck token. **Charm:** Target makes a DC 12 CHA check or cannot attack you; effect ends if target is harmed. On a safe, target is immune for 24 hours. ** Quick.** You have 2 extra move.
Shaman	+3 WIS, +2 CO	Totem of your choice Mace	**Totem's Blessing.** Knows two shaman spells. DC 11 WIS to cast or lose. Lost spells are returned by praying for 60 minutes.

One Adventurers Pack

- **1 Torch.** Lasts for 60 minutes (No light in darkness; Everything with disadvantage)
- **2 Rations.** Spend your action to consume and gain 1 HP

Two Pieces of Goblin Gear

d20	Goblin junk and thingamajig
1	**Jar of bees.** The lid is loose. Open it near someone you dislike.
2	**Sticky stick.** One end is coated in tar, pitch.
3	**Three cracked teeth** on a string. Goblins insist they belong to a giant.
4	**A boot full of fishhooks.** One boot. No pair.
5	**Squeaky red balloon.** Goblin-made; it deflates with a rude noise.
6	**Bottle of goblin perfume.** Onion, smoke, and wet dog. Strong enough to cover another smell.
7	**A bundle of bent nails.** Use a rock to hammer them in.
8	**A dead rat.** Might still be edible.
9	**A kite.** It might hold a Goblin in the air.
10	**A cracked hand mirror.** Can be used to peek around corners.
11	**A wind-up tin beetle.** It scuttles in a straight line for a few seconds, then falls apart.
12	**A bottle of oil.** Slippery and delicious.
13	**A bundle of bells** tied to a tripwire. A crude alarm, ready to set.
14	**A jar of pickled toes.** The goblin claims they're lucky. They are not.
15	**A lump of wax.** Very sticky, probably flameable.
16	**A sack of marbles.** Spill them to make a patch of floor treacherous.
17	**A cracked horn.** When blown, makes a sound like a dying goose.
18	**A crude rope.** About 5 meters of it.
19	**A shiny stone collection.** Five polished stones in small bag.
20	**A jar of ash.** Nobody knows what it was before being burnt.

Appendix

Weapons

Weapon	Damage	Additional
Sword	D6	+1 AC
Spear	D6	Long reach
Mace	D4	Damage or Shove
Dagger	D4	Deals maximal damage when hidden
Shortbow	D4	Range

In Goblin culture, shields are considered to be a sign of weakness

The Six Stats

Stat	What it's for
Strength (STR)	Fight with a sword, bash open doors, and swim.
Dexterity (DEX)	Shoot a bow, balance, sneak, and hide.
Constitution (CON)	Hold your breath, resist poison, and endure injury.
Intelligence (INT)	Read books, decipher runes, and disarm traps.
Wisdom (WIS)	Cast shaman spells, spot hidden things, and recognize omens.
Charisma (CHA)	Convince creatures to be friendly and resist mental control.

Your Armor Class (AC) = 10 + DEX + Equipment
Your Hitpoints (HP) = 1D6 + CON

Goblin Shaman Spells

- **Hypnotize.** Stupefies one creature while the shaman focuses. WIS vs CHA contest.
- **Cure Wounds.** The shaman touches one creature, restoring 1d4 hit points.
- **Hex.** Target takes D4 damage, cast with Advantage.

- **Fog.** Conjures a moving cloud that obscures the shaman and anyone next to him; attacks against creatures in it have disadvantage.