Goblin Heavy (humanoid) CB: 15 Move: 17/51

Physical	6	Alert	5	Active Shield	Battle Cry	5
Mind	3	Balance	6	Bruiser	Negate Armor	3
Skill	8	Evade	6	Darksight		
Charm	0	Thought	3			
Mystery	4	V Death	3		Active Shield	P

Init +1 Bulk -1

	A	D	DAM	C
Javelin	9	7	4d6+3	5
Shield, Medium	5	10	4d6+3	5
Javelin, Thrown	7		4d6+3	5

Armor 7 8 8 8 — Quilt, Studded Hard Leather, Med. Shield

23 LF 10 WP

L	M	H
2	8	16

Goblin Skirmisher (humanoid) CB: 12 Move: 20/60

Physical	5	Alert	5	Bruiser	Concealment	10
Mind	3	Balance	6	Darksight	Negate Armor	7
Skill	6	Evade	6	Double Daggers	Stealth	10
Charm	0	Thought	3		Hidden Attack	P
Mystery	7	V Death	3		Sneak Attack	P

Init +2 Bulk -1

	A	D	DAM	C
Dagger	8	8	4d6	6
Double Dagger	8	6	6d6	6
Bow, Light	10		3d6	5

Armor 4 3 3 6 — Soft Leather, Studded Soft Leather

20 LF 10 WP

L	M	H
1	7	15

Goblin Skulk (humanoid) CB: 12 Move: 20/60

Physical	5	Alert	5	Darksight	Concealment	12
Mind	3	Balance	6	Mechanical	Find Traps	12
Skill	6	Evade	6	Genius	Lock Picking	12
Charm	0	Thought	3	Shadowy	Remove Traps	12
Mystery	7	V Death	3		Stealth	12

Init +2 Bulk -1

	A	D	DAM	C
Dagger	8	8	3d6	6
Dagger (throw)	8		3d6	6

Armor 2 2 2 6 — Soft Leather, Soft Leather

20 LF 10 WP

L	M	H
1	7	15

Size: Small (46", 71 lb.)
Intelligence / Tech: Medium (High) / Medium
Aggression: High
Number: 1d6+2 or 3d6 (10%)

DESCRIPTION
Goblins are squat humanoids with leathery skin ranging from green-gray to bluish gray. Their heads are a bit big for their bodies with large pale eyes suited for seeing in dim light. They are omnivores, but prefer meat.

While goblins are commonly viewed as wild or even insane, they are actually intelligent – in a weird goblin sort of way.

HABITAT
Goblins live anywhere they can eke out an existence. Their dwellings may be above or below ground, but will always be in dim or dark places as they are hampered by bright light.

Goblins are known to sometimes build large structures and elaborate cities if their leader has enough control to keep discipline.

SOCIETY
Goblins live in clans, usually headed off by an elected leader. The leader is normally older and very intelligent.

Goblins breed quickly and can easily overrun the local resources (food, etc.), putting pressure on both themselves and surrounding races. When resources run thin, they will often send a portion of their population off to find a new site, creating a new clan.

Goblin clans are highly competitive and will often clash. A new clan entering the domain of an established clan will fight for dominance. These wars can spill out and affect the villages of other races, causing trouble for the entire region.

INTERACTIONS WITH OTHER RACES
Usually, goblins will dwell isolated from other races, but will occasionally attempt to live in peace with neighboring races, including humans, etc. If at peace, they will trade goods or offer services including, scouting, mining or act as mercenaries.

These treaties are hard to maintain, since goblins are warlike and eventually tend towards pillage. Even if only a small portion of goblins participate in these activities, the entire clan often reaps the blame. Since the natural habitat of goblins is in caverns and dark forests, dwarves and elves have developed a distrust to hatred of them.

SKILLS
All Perks, Skills, etc. are available to Goblins. Magic use is uncommon, but only because most lack discipline to use it. A few example cards are supplied.

CLEVER MINDS, BUT…
Goblins are oddly intelligent, with emphasis on oddly. Some are capable of designing machines and structures that rival the other races. They are capable of crafts and commerce.

However, that intelligence is short-circuited. Most of their creations are Tinkered and have a tendency to be distorted, overly complicated or downright dangerous to the user. Think of Rube Goldberg machines.

A goblin may come up with a repeating crossbow that can fire, say, twice a round, but it will be prone to breakage or even exploding during use (they may be using explosive magic to operate it).