



Name: **Goblin Skirmisher**
 Race: **Goblin**
 Appearance: **Lesser Fodder Goblin-Kin**

Player: **DF NPC Lesser Fodder**
 Ht: Wt: Age:

Spent: **66**
 Unspent: **0**

CHARACTER SHEET

ST 10 [0]	HP 11 [†] [0]	Basic Speed 6 [5]
DX 12 [40]	Will 10 [†] [0]	Basic Move 6 [0]
IQ 9* [0]	Per 11 [†] [5]	BL 20 lb (ST×ST)/5
HT 11 [†] [0]	FP 11 [0]	Thr 1d-2 Sw 1d
TL 3 [0]	SM +0	

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
 † Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision 11*	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 8 [†]	Broad Jump 3 yd
Touch 11	Consciousness 11	High Jump 2.17 ft

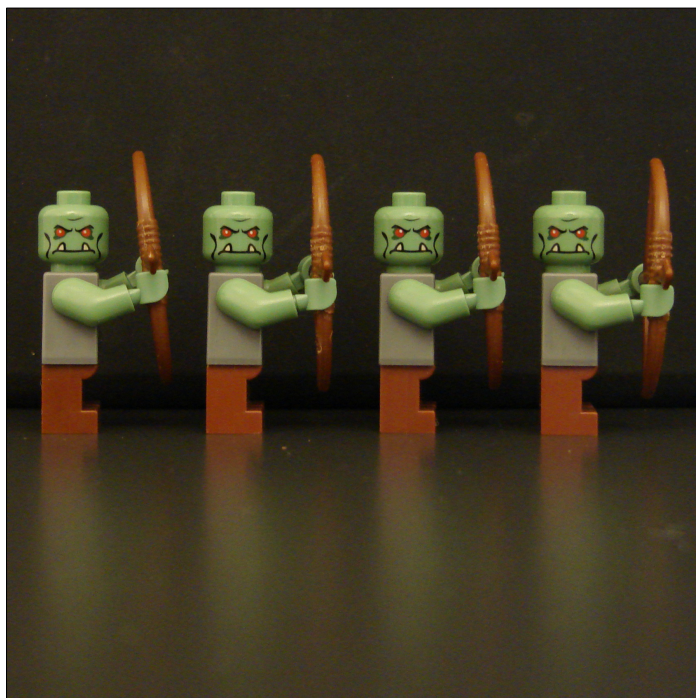
* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
 † Includes: -2 from 'Cowardice'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

SLAM TABLE

1-2	3-4	5-7
1d-3	1d-2	1d-1



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d-3 cut	C	-	-	
Kick	10	-	1d-2 cr	C,1	-	-	
Large Knife: Swing	14	9	1d-2 cut	C, 1	6	4	
Large Knife: Thrust	14	9	1d-2 imp	C	6	4	[1]
Punch	12	9	1d-3 cr	C	-	-	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	8	1d-2 imp	-	8 yd / 15 yd	1	T(1)	6	-2	-	4	
Short Bow (ST 10): Barbed-head	14	1d-2 imp	1	150 yd / 200 yd	1	1(2)	7 [†]	-6	-	4	[3]
Short Bow (ST 10): Bodkin Point	14	1d-2(2) pi	1	150 yd / 200 yd	1	1(2)	7 [†]	-6	-	4	[3]

PARRY		PARRY		BLOCK		DODGE		OTHER	
9	9	7	9						
Knife	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	1*+2	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	1*+2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	1*	0	6	—
Torso	2	0	—	—	Feet	2*	0	4	—

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
1	-10	-21	-32	-43	-54

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
1	-10

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

TEMPLATES AND META-TRAITS

Name	Pts
Goblin (Dungeon Fantasy)	[0]
Goblin-Kin Infravision	[10]
Roll: 13 (Per+2)	
Rapid Healing	[5]
Resistant to Metabolic Hazards (+3 to resist)	[10]
Teeth (Sharp Teeth)	[1]
Appearance (Ugly)	[-8]
Cowardice (12 or less)	[-10]
Social Stigma (Savage)	[-10]

SKILLS

Name	Level	Relative	Pts
Bow	14	DX+2	[8]
Fast-Draw (Knife)	14	DX+2	[4]
Knife	14	DX+2	[4]

Parry: 9

LOAD-OUTS

Qty	Combat	Cost	Weight
1	Combat	397	21.5 lb
Contents - Cost: 397, Weight: 21.5 lb			
1	Hip Quiver {p. DF1:24}	55	3 lb
Per Unit - Cost: 15, Weight: 1 lb			
Contents - Cost: 40, Weight: 2 lb			
Description: Holds 20 arrows or bolts			
10	Arrow {p. B275}	20	1 lb
Per Unit - Cost: 2, Weight: 1.6 oz			
10	Arrow (Bodkin) (Bodkin Point, *1) {p. B275}	20	1 lb
Per Unit - Cost: 2, Weight: 1.6 oz			
1	Armor	252	16 lb
Contents - Cost: 252, Weight: 16 lb			
Description: Parent Item			
1	Boots (p. B284)	80	3 lb
Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing.			
Notes: [1]			
Location: feet			
1	Leather Armor (p. B283)	100	10 lb
Description: TL:1 LC:4 DR:2 Locations: torso, groin			
Location: torso, groin			
1	Leather Cap (p. B284)	32	-
Description: TL:1 LC:4 DR:1* Locations: skull			
Location: skull			

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Armor	252	16 lb
1	Leather Pants {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: legs, groin	40	3 lb
1	Short Bow (ST 10) (Bodkin Point, +0) {p. LT75} Description: TL:0 LC:4, Dam:thr imp ACC:1 Range:ST*15/ST*20 ROF:1 Shots:1(2) ST:7↑ Bulk:-6 Rcl:- Skill:Bow, DX-5 Notes: [3] Notes: [3][3]	50	1.5 lb
1	Large Knife {p. LT67} Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl:- Skill:Thrown Weapon (Knife), DX-4] Notes: [1]	40	1 lb
Totals:		397	21.5 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 8, Weight: 1.28 oz Description: Parent Item	8	1.28 oz
8	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	8	1.28 oz
Totals:		8	1.28 oz



Name: **Goblin Berserker**
 Race: **Goblin**
 Appearance: **Fodder Goblin-Kin**

Player: **DF NPC Fodder**
 Ht: Wt: Age:

Spent: **67**
 Unspent: **0**

CHARACTER SHEET

ST 13 [30]	HP 14 [†] [0]	Basic Speed 5,5 [0]
DX 11 [20]	Will 10 [†] [0]	Basic Move 5 [0]
IQ 9 [*] [0]	Per 10 [†] [0]	BL 34 lb (ST×ST)/5
HT 11 [†] [0]	FP 11 [0]	Thr 1d Sw 2d-1
TL 3 [0]		SM +0

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
 † Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision 10 [*]	Taste/Smell 10	Death Check 11
Hearing 10	Fright Check 8 [†]	Broad Jump 2.33 yd
Touch 10	Consciousness 11	High Jump 1.67 ft

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
 † Includes: -2 from 'Cowardice'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

SLAM TABLE

1	2-3	4-6
1d-3	1d-2	1d-1

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	10	1d cr	C	-	-	
Brawling: Bite	14	-	1d cut	C	-	-	
Brawling: Kick	12	-	1d+1 cr	C,1	-	-	
Great Axe	13	9U	2d+2 cut	1,2*	12‡	4	
Maul	13	9U	2d+3 cr	1,2*	13‡	4	

PARRY	PARRY	BLOCK	DODGE	OTHER
10	8	6	8	
Brawling	DX	DX	None	

Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	1*+2	0	—	—
Neck	0	0	—	—	Arms	0	0	8	—
Skull	1*+2	0	—	—	Hands	0	0	5	—
Face	0	0	—	—	Legs	1*	0	8	—
Torso	2	0	—	—	Feet	2*	0	5	—

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

FP	0 FP
11 10 9 8 7	0 -1 -2 -3 -4
6 5 4 3 2	-5 -6 -7 -8 -9
1	-10

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

TEMPLATES AND META-TRAITS

Name	Pts
Goblin (Dungeon Fantasy)	[0]
Goblin-Kin Infravision	[10]
Roll: 12 (Per+2)	
Rapid Healing	[5]
Resistant to Metabolic Hazards (+3 to resist)	[10]
Teeth (Sharp Teeth)	[1]
Appearance (Ugly)	[-8]
Cowardice (12 or less)	[-10]
Social Stigma (Savage)	[-10]

PERKS

Name	Pts
Huge Weapons 1 (ST)	[1]

SKILLS

Name	Level	Relative	Pts
Brawling	14	DX+3	[8]
Parry: 10			



SKILLS (continued)

Name	Level	Relative	Pts
Two-Handed Axe/Mace	13	DX+2	[8]
Parry: 9			

LOAD-OUTS

Qty	Combat	Cost	Weight
1	Combat	432	36 lb
Contents - Cost: 432, Weight: 36 lb			
1	Maul (p. B274)	80	12 lb
Description: TL:0 LC:4, Dam:sw+4 cr Reach:1,2* Parry:0U ST:13‡ Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.			
1	Great Axe (p. B274)	100	8 lb
Description: TL:1 LC:4, Dam:sw+3 cut Reach:1,2* Parry:0U ST:12‡ Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.			
1	Armor	252	16 lb
Contents - Cost: 252, Weight: 16 lb Description: Parent Item			
1	Boots (p. B284)	80	3 lb
Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet			
1	Leather Armor (p. B283)	100	10 lb
Description: TL:1 LC:4 DR:2 Locations: torso, groin Location: torso, groin			
1	Leather Cap (p. B284)	32	-
Description: TL:1 LC:4 DR:1* Locations: skull Location: skull			
1	Leather Pants (p. B283)	40	3 lb
Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: legs, groin			
Totals:		432	36 lb
Qty	Loot	Cost	Weight
1	Loot	10	1.6 oz
Contents - Cost: 10, Weight: 1.6 oz			
10	Copper Farthing	10	1.6 oz
Per Unit - Cost: 1, Weight: 2.56 dr			
Totals:		10	1.6 oz



Name: **Goblin Taskmaster**
 Race: **Goblin**
 Appearance: **Greater Fodder Goblin-Kin**

Player: **DF NPC Greater Fodder**
 Ht: Wt: Age:

Spent: **153**
 Unspent: **0**

CHARACTER SHEET

ST 10 [0]	HP 11 [†] [0]	Basic Speed 5,25 [0]
DX 10 [0]	Will 14 [†] [0]	Basic Move 5 [0]
IQ 13* [80]	Per 17 [†] [15]	BL 20 lb (ST×ST)/5
HT 11 [†] [0]	FP 11 [0]	Thr 1d-2 Sw 1d
TL 3 [0]	SM +0	

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
 † Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision 17*	Taste/Smell 17	Death Check 11
Hearing 17	Fright Check 12 [†]	Broad Jump 2.33 yd
Touch 17	Consciousness 11	High Jump 1.67 ft

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
 † Includes: -2 from 'Cowardice'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

SLAM TABLE

1-2	3-4	5-6
1d-3	1d-2	1d-1



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	13	9	1d-2 cr	C	-	-	
Brawling: Bite	13	-	1d-2 cut	C	-	-	
Brawling: Kick	11	-	1d-1 cr	C,1	-	-	
Maul	9	7U	1d+4 cr	1,2*	13‡	4	
Quarterstaff: staff swing	12	11	1d+2 cr	1,2	7‡	4	
Quarterstaff: staff thrust	12	11	1d cr	1,2	7‡	4	
Trident: one-handed	9	7U	1d+1(0.5) imp	1*	11	4	[7, 16]
Trident: two-handed	10	8	1d+2(0.5) imp	1, 2*	10‡	4	[7, 16]
Whip (5-yard)	12	7U	1d-2(0.5) cr	1-5*	10	4	[12]

PARRY	PARRY	BLOCK	DODGE	OTHER
11	8	6	8	
Staff	DX	DX	None	

Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	-	Groin	1*+2	0	-	-
Neck	0	0	-	-	Arms	0	0	6	-
Skull	1*+2	0	-	-	Hands	0	0	4	-
Face	0	0	-	-	Legs	1*	0	6	-
Torso	2	0	-	-	Feet	2*	0	4	-

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
1	-10	-21	-32	-43	-54

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
1	-10

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

TECHNIQUES

Name	Level	Relative	Pts
Disarming (Whip)	17	def+5	[6]

TEMPLATES AND META-TRAITS

Name	Pts
Goblin (Dungeon Fantasy)	[0]
Goblin-Kin Infravision	[10]
Roll: 19 (Per+2)	
Rapid Healing	[5]
Resistant to Metabolic Hazards (+3 to resist)	[10]
Teeth (Sharp Teeth)	[1]
Appearance (Ugly)	[-8]
Cowardice (12 or less)	[-10]
Social Stigma (Savage)	[-10]

ADVANTAGES

Name	Pts
Ambidexterity	[5]

PERKS

Name	Pts
Off-Hand Weapon Training (Whip)	[1]

SKILLS

Name	Level	Relative	Pts
Brawling	13	DX+3	[8]
Parry: 9			
Spear	12	DX+2	[6]
Parry: 9			
Staff	12	DX+2	[8]
Parry: 11			
Tactics	14	IQ+1	[8]
Two-Handed Axe/Mace	12	DX+2	[8]
Parry: 9			
Whip	12	DX+2	[8]
Parry: 9			

LOAD-OUTS

Qty	Combat	Cost	Weight
1	Combat	522	47 lb
Contents - Cost: 522, Weight: 47 lb			
1	Maul (p. B274)	80	12 lb
Description: TL:0 LC:4, Dam:sw+4 or Reach:1,2* Parry:0U ST:13‡ Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.			
1	Quarterstaff (p. B273, B274)	10	4 lb
Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 or Reach:1,2 Parry:+2 ST:7‡ Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 or Reach:1,2 Parry:+2 ST:7‡ Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 or Reach:1,2 Parry:0 ST:9‡ Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 or Reach:2 Parry:0 ST:9‡ Skill:Two-Handed Sword Notes: Requires two hands.]			

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Combat	522	47 lb
1	Trident {p. MA229} Description: TL:2 LC:4 [Mode:one-handed Damage:thr+3 (0.5) imp Reach:1* Parry:0U ST:11 Skill:Spear Notes:[7, 16]], [Mode:two-handed Damage:thr+4 (0.5) imp Reach:1, 2* Parry:0 ST:10† Skill:Spear Notes:[7, 16]], -2 to hit. [7] Can strike to disarm (p. B401) without -2 to hit for using a non-fencing weapon. [16] Target at -1 to Dodge, +1 to Block or Parry. Notes: [7, 16][7, 16]	80	5 lb
1	Whip (5-yard) {p. B274} Description: TL:1 LC:4, Dam:sw-2(0.5) or Reach:1-5* Parry:-2U ST:10 Skill:Whip Notes: [12] Specify maximum reach (up to 7 yards) when bought. Cost and weight are per yard. ST is 5, +1 per yard. Many special rules apply; be sure to see Whips (p. B406). Notes: [12]	100	10 lb
1	Armor Contents - Cost: 252, Weight: 16 lb Description: Parent Item	252	16 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Armor {p. B283} Description: TL:1 LC:4 DR:2 Locations: torso, groin Location: torso, groin	100	10 lb
1	Leather Cap {p. B284} Description: TL:1 LC:4 DR:1* Locations: skull Location: skull	32	-
1	Leather Pants {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: legs, groin	40	3 lb
Totals:		522	47 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 20, Weight: 3.2 oz	20	3.2 oz
20	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	20	3.2 oz
Totals:		20	3.2 oz