

Saga of the Goblin Horde

Archetypes



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Archetypes

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Squiggle Mushroomhead is a tribute to my friend David Teeder.

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Canitaur Crossbowman

Dael Dogfoot

Goblins are an extremely prolific race, and occasionally prone to mutations. You are a canitaur, a particularly rare type of goblin with the lower body of a canine, and you've learned to make the most of your mutation. Your natural gifts combined with your brutal attitude and tribal loyalty swiftly earned you the rank of gang boss.

Your weapon of choice is the repeating crossbow, which allows you to rain death upon your foes while you use your superior speed to remain out of melee reach. However you are not shy about entering close combat when necessary, and wield your short handled hatchet with deadly efficiency.

Game Statistics

Abilities: Strength +1, Agility +1, Combat +1

Skills: Climb -2, Jump +2, Survival +1, Stealth +1, Wheedle -1

Speed: 8 (40 feet); **Resilience:** 4; **Armor:** 1; **Capacity:** 8; **Leadership:** 4; **Health:** 4

Flaws: Tribal Loyalty (Minor), Warty, Wrathful (Major)

Feats: Canitaur, Crossbow Fetish (target everyone within a 10-foot diameter area when attacking as a full action, victims can make a Reflexes check to halve the damage), Scrapper

Gear: Hatchet (+0 damage), repeating crossbow (Range 60 feet; +0 damage)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are around 3½ feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need some background ideas, here are some suggestions:

- Your father was a notorious wolf rider, and his lupine mount adored you as if you were her own pup. One day they were ambushed while on a scouting mission, murdered in cold blood by a group of human adventurers, and you swore that you would avenge them.
- After many months of searching, you finally managed to track down the band of adventurers who had brutally killed your father – they were holed up in a tavern on the edge of a small town, celebrating the slaughter of another gang of goblins. You led the assault force in your quest for bloody retribution, leading the crew to their greatest ever triumph against the encroaching scourge of human civilization.
- You've only ever met one female canitaur, and it was love at first sight – or at least, it was for you. She appeared uninterested, at least outwardly, but you're certain she will eventually take you as her mate. You just need to prove yourself worthy of her attention.
- Canitaurs are rare, but their mutation often breeds true. It is your greatest hope to one day gather together an entire gang of your own kind, perhaps eventually even forming your own canitaur tribe.



River Goblin

Skally Finback

You were born in the rapidly flowing waters of the vast Northern River, proving your ambition and ferocity at a young age by devouring your littermates. As you grew into adulthood you continued to eliminate your rivals, although you've now learned to bide your time, waiting for the perfect opportunity to strike.

Several months ago you managed to murder your former gang leader and take his place, but you have your sights set higher - much higher. If you can just convince the stronger gangs to support you, you're confident you could eventually wrest control of the entire tribe. From there you could begin absorbing and rallying other tribes to your cause, laying the groundwork for your own goblinoid empire. Nobody has ever accused you of lacking ambition!

Game Statistics

Abilities: Strength +1, Agility +1

Skills: Brawl +1, Stealth +1, Survival +1, Swim +3

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 0; **Capacity:** 4; **Leadership:** 4; **Karma:** 3; **Health:** 4

Flaws: Foible (Cautious), Greedy (Minor), Lusty (Major: Power hungry)

Feats: Amphiblin (cannot drown; swims at walking speed), Iron Nails, Savant (Brawl/Swim)

Gear: Throwing spikes (Range 15 feet; -1 damage)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (60 feet).
- **Short:** You are around 3½ feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.
- **Claws:** +0 damage.

Background Ideas

If you need some background ideas, here are some suggestions:

- You once had the chance to kill one of the tribal elders and take his place, but you feared it might be a trap. In your caution, you missed the perfect opportunity, and another goblin claimed the position that should have been yours.
- Long ago you were just a regular gang member, and you despised it. Then one day, while the rest of the gang was busy crossing a river, you dragged your leader under the water and drowned him, thereby proving that you were a more suitable candidate for the leadership of the gang.
- You once had a mate, and the two of you became very close. But she distracted you from your goals, so you set her aside. You cannot allow anyone to distract you from your destiny!
- You desire power above all else, and will do anything to get it. Deep down you know that you will never be satisfied with what you have, no matter how powerful you become, but that doesn't really bother you.



Goblin Scout

Izzy Toecutter

You grew up in the Great Forest to the south, near the territory of a tribe of forest humans. These fearsome foes are skilled hunters and trackers, and unlike town humans, they possess excellent night vision. Fortunately you're a fast learner with superb reflexes, and unlike many of your kin, you were able to adapt to the hostile environment.

When the humans finally decided to purge your tribe from the Great Forest, you were one of the few to survive, and you swore vengeance. The humans slew your kin and hung them up by their toes as a warning to others, so now you slice a toe from every human you kill, to remind you of what they did.

The chieftain of the Redfang tribe saw your potential and invited you to join his tribe, and you readily accepted. You will need some cannonfodder to help you exact your revenge, for you have sworn that one day you shall decorate the trees of your former homeland with the toes of the forest humans.

Game Statistics

Abilities: Agility +1, Instincts +1, Combat +1

Skills: Stealth +1/+3*, Survival +1/+3*

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 2; **Capacity:** 3;

Leadership: 4; **Karma:** 4; **Health:** 4

Flaws: Blood Oath (Minor), Foible (Collects toes), Snobgoblin

Feats: Fast Reflexes (rolling a double for initiative allows you to use three action dice on your turn), Ranger* (+2 Stealth/Survival when in the wilderness), Scrapper

Gear: Shank (+0 damage), battle bracer (+1), shortbow (Range 60 feet; +0 damage), crude armor (+1), pouch of human toes

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are nearly 4 feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need some background ideas, here are some suggestions:

- When the forest humans drove you out, they didn't just destroy your tribal home, they also butchered your people. Fewer than a dozen members of the Treebiter tribe survived the slaughter, and they were scattered to the winds, absorbed into different tribes.
- Although your former tribe was destroyed, the forest humans paid a heavy price, suffering many losses of their own. Before you fled, you crept into their undefended village, and set fire to several of their treehouses.
- Your mate was lost when your tribe was destroyed, but he was a skilled hunter, so you hope that perhaps he was able to escape the slaughter.
- Your greatest desire in life is to destroy every last one of the forest humans, and nail their toes to the trees.



Bugbear Brute

Big Brak

Bugbears are the largest of the goblinoid races, and many of them are loners, preferring to hunt and kill on their own. Personally you've always favored keeping company with others, however you were never very good at following orders, nor were you clever enough to rise to a position of power among your own kind.

Eventually you fell in with a tribe of goblins, and soon became a gang leader. You may not always make the best decisions, but you're far bigger and stronger than any goblin, and very few of your smaller kin are brave (or stupid) enough to question your actions.

Among the goblin tribe you have earned the nickname "Hammerfist". You are proud that they recognize your great strength and ferocity, not realizing that it's a backhanded compliment; you have a reputation for treating every problem as a nail that needs hammering.

Game Statistics

Abilities: Strength +2, Endurance +1, Cunning -1, Combat +1

Skills: Lore -1, Melee +1, Muscle +2, Provoke +1, Shoot -1, Stealth +1, Throw -1

Speed: 6 (30 feet); **Resilience:** 7; **Armor:** 1; **Capacity:** 8;

Leadership: 4; **Karma:** 3; **Health:** 5

Flaws: One Eye, Ignorant (Minor), Proud (Minor)

Feats: Cleaving Blow, Scrapper, Skill Focus (Melee)

Gear: War axe (+2 damage; 2 hands), human sword (+1 damage), two barbed javelins (Range 20 feet; +0 damage), crude armor (+1), various trophies taken from victims

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Towering:** You are around 7½ feet tall; +1 Resilience.
- **Vicious:** Twice as likely to be targeted by humans in combat.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need some background ideas, here are some suggestions:

- Before joining up with the goblins, you attempted to wrest control of your family pack. This didn't work out as planned, and you were forced to flee from your furious kin.
- Your gang leadership was once challenged by a famous goblin warrior. However you didn't just defeat him, you utterly destroyed him – and then ate his family during your victory celebration.
- Your two great loves in life are wealth and food. On one occasion your gang captured a noble heir and held him to ransom. Not only did you receive a huge payoff from the noble's family, you also ate the heir instead of returning him!
- One day you hope to return to your family and receive the respect you have earned. Once they realize just how big and strong you've become, surely they will now accept you as their rightful leader?



Gremlin Saboteur

Krusty Snaggleteeth

According to the ancient legends, gremlins and goblins originated from a distant empire, where the citizens were divided by caste. Gremlins are descended from the intelligent and powerful overlords, whereas goblins are descended from the uneducated common folk.

Whether or not there is any truth to these legends is a matter of some debate, which is to say the gremlins are convinced that the legends are true, whereas the goblins believe the gremlins made the stories up. But regardless of what those ignorant commoners think, you know the truth, and you're determined to reclaim your birthright.

Like most gremlins, you're clever and destructive, with a passion for mechanical devices. You're particularly fond of rigging up clever traps, and watching your enemies die horribly to your deadly inventions.

Game Statistics

Abilities: Agility +1, Cunning +1, Combat +1

Skills: Craft +2, Stealth +2

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 1; **Capacity:** 3; **Mana:** 4; **Leadership:** 4; **Karma:** 3; **Health:** 4

Flaws: Delusional (Major: The gremlins should rule), Light Sensitive, Foible (Always biting things)

Feats: Skill Focus (Craft/Stealth), Scrapper, Trapmaker

Gear: Shank (+0 damage), two knives (Range 15 feet; -1 damage), crude armor (+1), dark goggles (protect the eyes)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are around 3½ feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Trapmaker

Once per round you may spend 1 mana or a Karma Point to interrupt a foe during their turn and describe how they've just triggered one of your traps. You must have had the opportunity to have positioned a trap at that location (GM's discretion).

Everyone within 5 feet of the target location must make a Reflexes check, subtracting your Cunning+Craft from their roll. You inflict 2d6+Cunning damage to everyone who fails their check, and cause an additional d6 damage if they roll a critical failure.

Background Ideas

If you need some background ideas, here are some suggestions:

- You were once a member of the Longknife tribe, but they banished you because of your frequently expressed views on gremlin supremacy.
- You once killed an entire human adventuring party with a series of carefully placed traps. It was this great victory that led to your promotion to the rank of gang boss.
- Your mate died after accidentally triggering one of your traps. You were devastated; it had taken weeks to construct the device, and all of that effort was wasted.
- Your driving desire in life is to prove that the legends are true, that the gremlins are the rightful rulers of the goblin horde.



Goblin Pyromancer

Maeson Crispyface

Elemental magic is common among the tribes, and pyromancy is particularly popular among the sorcerers of the Redfang tribe, but there are none who love fire quite as much as you do. Unfortunately, you also enjoy picking your nose, and this has resulted in a number of painful accidents over the years. But you can't make an omelette without breaking a few eggs, and you can't master pyromancy without accruing a few burn scars, so you view your injuries as a necessary learning experience.

Even your own chieftain considers you something of a wild card, but after weighing up the pros and cons he finally decided you were probably more dangerous to the humans than to the tribe, so he promoted you to the rank of gang boss, and just makes sure you're always kept far away from any goblin villages.

Game Statistics

Abilities: Strength -1, Agility +1, Cunning +2, Magic +1

Skills: Concentration +1, Invocation +1, Stealth +1, Survival +1, Wheedle -1

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 1; **Capacity:** 2; **Mana:** 8; **Leadership:** 4; **Karma:** 3; **Health:** 3

Flaws: Obsession (Pyromaniac), Foible (Minor: Frequently picks his nose), Hideous (Minor: Facial burns)

Feats: Skill Focus (Invocation), Sorcerer (Flame), Elementalist

Gear: Knife (-1 damage), crude armor (+1), sack of chargrilled troll steaks

Special Abilities

- **Spell Techniques:** Destruction, Blessing, Glamor.
- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are slightly over 3 feet tall; -1 Fortitude.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need background ideas, here are some suggestions:

- While caught up in the excitement of the moment, you once unleashed your full power in the confines of a human guard house, turning the building into a blazing inferno and killing everyone within. This would normally have been considered a great victory, however several goblin gangs had overwhelmed the human guards half an hour earlier, and were still busily looting the building.
- You're always eager to enter battle and set fire to your enemies (and sometimes even your allies, if you think you can get away with it), but on one very memorable occasion you had the fortune of stumbling across an entire camp of careless humans sleeping in highly flammable tents. You and your gang dined well that night.
- Fire is your one and only love, and no mortal creature could ever compare with such deadly beauty.
- Most humans live in sprawling settlements, and many of their buildings are built from wood. Your greatest wish is to watch one of these vast settlements burn to ashes, but in your heart you know that such a spectacular sight will only fuel your desire for more destruction.



Goblin Psionicist

Lexi Mindtwister

Although the vast majority of goblinoids have green skin, those with strong psionic gifts frequently have a distinct azure hue. The precise cause of this unusual coloration is unknown, but these “psioblins” have blue skin from birth, and it doesn’t appear to be hereditary. Such individuals are both prized and feared by the tribes, and often rise to at least the rank of gang boss.

You always knew that you were special, and that your gifts granted you an edge over your green-skinned brethren. As a child you frequently used your psionic abilities to get your own way, learning to hone your talents by bending other goblins to your will. As you grew older your powers matured, and you earned the rank of gang boss in record time.

Game Statistics

Abilities: Agility +1, Cunning +1, Magic +1

Skills: Enchantment +1, Provoke +1, Stealth +1, Survival +1

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 2; **Capacity:** 3; **Mana:** 7; **Leadership:** 4; **Karma:** 3; **Health:** 3

Flaws: Rival (Minor: Chunky Roundface), Proud (Major), Foible (Enjoys humiliating people)

Feat: Psioblin, Skill Focus (Enchantment), Sorcerer (Mind)

Gear: Shank (+0 damage), chakram (Range 15 feet; +0 damage), decent armor (+2)

Special Abilities

- **Spell Techniques:** Compulsion, Blessing, Prestidigitation.
- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are nearly 3½ feet tall; -1 Fortitude.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need some background ideas, here are some suggestions:

- You particularly enjoy compelling people to humiliate themselves, and then publically mocking them about it afterwards, but on one occasion your little joke backfired. Chunky Roundface came after you with his gang after you compelled him to nail his hat onto his head, and you barely escaped. But Chunky doesn’t forgive and never forgets, and he has sworn that you will one day pay for what you did to him.
- The first gang you joined was led by an exceptionally obnoxious boss, but fortunately he decided to slit his own throat within an hour of meeting you. By the end of the day, the rest of the gang had also decided to end their own lives, one after the other, in a variety of unpleasant ways, leaving you as the sole remaining candidate for the rank of gang boss.
- You have had your fair share of lovers in your short life, for few can resist your psionically-enhanced charms, but you have never found true love. You hope that you will one day meet your dream mate, so that you can mentally compel them to love and worship you with all their heart.
- Although you are a very powerful psionicist, there are still some who can resist your influence, and this makes you sad. You know that you will never achieve true happiness until you are able to bend *everyone* to your will, and so you keep training and honing your mind.



Goblin Thug

Raff Hamfist

Some goblins undergo a stage of rapid and disproportionate growth during their adolescence, leaving them with a grossly oversized body part, such as a limb, nose, or sometimes even their torso. You had the fortune of undergoing a particularly beneficial growth spurt as a youngster, your right hand and arm swelling to enormous proportions, and this “war fist” gives you a significant advantage in combat.

You are also the proud owner of a barbed axe, which you won in an arm wrestling contest several months ago. This fearsome weapon represents the pinnacle of goblin engineering, and is as terrifying to behold as it is to wield.

Game Statistics

Abilities: Strength +1, Agility +1, Combat +1

Skills: Dexterity -1, Melee +1, Muscle +1, Stealth +1, Survival +1

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 2; **Capacity:** 4; **Leadership:** 4; **Karma:** 3; **Health:** 5

Flaws: Clumsy (Minor), Picky Eater, Wrathful (Major)

Feats: Scrapper, Skill Focus (Melee), War Fist (+2 damage when using your large hand)

Gear: Barbed axe (+1 damage), target shield (+1), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are a little over 3½ feet tall; -1 Fortitude.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need some background ideas, here are some suggestions:

- Shortly after becoming a gang boss, one of your rivals played a vile trick on you, and hid a potato in the bowl of delicious offal you were devouring. You flayed the trickster alive, but the damage had already been done. You can no longer bring yourself to eat a meal unless you’ve prepared it yourself, just in case someone has hidden a revolting vegetable in it.
- You won your axe in an arm wrestling contest with a hobgoblin – although it might be more accurate to say that you beat the hobgoblin to death with his own arm after ripping it off at the shoulder, and then stole the creature’s axe.
- You prefer to avoid discussing your love life. Whenever someone else brings the subject up, you simply flex your enormous hand, and then wink at them suggestively.
- Ever since you were very young, your greatest ambition has always been to own a living metal weapon, one of the ancient relics of a bygone age. Your barbed axe is nice, of course, but it’s still just a placeholder.



Half-Human Berserker

Kronan Halfblood

On the mountain borders of the human lands, small families of timid goblins huddle together in dark caves, living in a state of perpetual fear and oppression. Bands of bloodthirsty human adventurers launch frequent raids on these underground warrens, killing and looting with impunity. Hardly surprising, then, that such displays of strength and virility might catch the eye of the occasional young and impressionable goblin maiden.

You are the hideous offspring of just such a union, your features combining the toned green skin and shapely ears of your mother with the hilariously small head and squashed features of your human father.

Feared by the humans and mocked by the goblins, you turned to a life of extreme savagery in order to prove your mettle, eventually carving a niche for yourself in the Redfang tribe.

Game Statistics

Abilities: Strength +2, Agility +1, Cunning -1, Combat +1

Skills: Deceive -1, Melee +1, Provoke +2, Stamina +1, Stealth +1

Speed: 6 (30 feet); **Resilience:** 5; **Armor:** 1; **Capacity:** 5;

Leadership: 0; **Karma:** 3; **Health:** 5

Flaws: Gullible (Minor: Other goblins trick and steal from you), Loner (You've no gang), Wrathful (Minor)

Feats: Berserker, Merciless, Nocturnal Heritage (Darkvision), Skill Focus (Melee), Scrapper

Gear: War axe (+2 damage; 2 hands), hatchet (Range 15; +0 damage), helmet (+3 on head), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Outcast:** -1 Wheedle when dealing with humans and goblinoids.

Background Ideas

If you need some background ideas, here are some suggestions:

- For a long time you sought to become a gang boss, believing that it would lead to some degree of acceptance and legitimacy, however if anything it actually made your situation worse. Even your own gang members had no respect for you, trying to assassinate you whenever the opportunity presented itself, and proving to be far more of a hindrance than a help; eventually you grew tired of them and decided you were better off on your own, butchering your entire gang in a spectacularly gruesome orgy of violence and bloodshed.
- The road to gang boss status was long and hard, and piled high with the corpses of your rivals. Not even the chief wanted you to become a boss, but he couldn't deny your right to challenge others, and eventually the body count grew so high that he decided to cut his losses and promote you.
- You love combat, for only in the midst of battle do you feel you truly belong; your axe cuts as deeply as any other, and death is the great equalizer.
- More than anything else, you desire the acceptance and admiration of the rest of your tribe, but you fear it will never happen.



Goblin Wolf Rider

Reggie Furtongue

Although they are very prolific, goblins also have a high mortality rate, and most of the tribes aggressively recruit any smaller groups they encounter. This is particularly true for Redfang, the largest of the six major tribes.

You were once a gang boss for the Wolfboys, a particularly small tribe of wolf riders who were ambushed by a posse of Redfang recruiters, then repeatedly bludgeoned with cudgels until they agreed to join the larger tribe. Nearly a year after that fateful day, and you're still a gang boss, but now you follow the orders of a new chieftain.

Game Statistics

Abilities: Agility +1, Instincts +1, Combat +1

Skills: Ride +2, Stealth +1, Survival +1

Speed: 8 (40 feet) on wolf; **Resilience:** 4; **Armor:** 1; **Capacity:** 3; **Leadership:** 4; **Karma:** 4; **Health:** 4

Flaws: Gossip (Minor), Nosy (Major), Foible (Howls when excited)

Feats: Lead the Pack (your gang members ride wolves), Scrapper, Wolf Rider (you have a wolf mount, can spend Karma Points on it, and receive a +2 bonus to Ride).

Gear: Shiv (+0 damage), tiger claws (-1 damage), hunting bow (Range 60 feet; +0 damage), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are a little over 3½ feet tall; -1 Fortitude.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need background ideas, here are some suggestions:

- You have been frequently sent on patrol around the Scorched Basin, a holy place where only the children of the Shadow Queen and the Sleeping God may tread without harm. You suspect that is why most of your wolf's beautiful fur has fallen out, however she still serves you loyally.
- Back when the Wolfboys still used to be an independent tribe, you were considered one of their fiercest and most cunning warriors. You once killed an entire herd of minotaurs by tricking them into charging over the side of a cliff; they were swept away by the Northern River while you and your gang escaped over a narrow bridge.
- The two things you love most in the world are poking your nose into other people's business, and gossiping about other people's secrets. While such traits do not exactly foster good will from your peers, they certainly make life interesting!
- Life is good among the Redfang tribe, but deep in your heart you hope that one day the Wolfboys will reclaim their independence and ride again.



Goblin Psychonaut

Squiggle Mushroomhead

Goblins prefer to eat meat whenever possible, including fish, insects, and occasionally each other. However their population density combined with their intense hatred of vegetables means they need to supplement their diet with other nutrients, and they do this by cultivating vast underground fungus farms.

You are a dangerous sociopath even by goblin standards, and like to explore different states of consciousness through a combination of hallucinogenic mushrooms and extreme violence. Having grown up on a fungus farm, the constant exposure to spores left a permanent mark upon your psyche; you suffer from bizarre hallucinations, seeing and reacting to things that others claim don't actually exist, although *you* are certain they are real.

You've also discovered that your hallucinations can provide valuable flashes of insight into future events, and so you encourage them with a steady diet of fermented mushroom juice.

Game Statistics

Abilities: Agility +1, Instincts +1, Combat +1

Skills: Stealth +1, Survival +1

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 1; **Capacity:** 3; **Leadership:** 4; **Karma:** 4; **Health:** 4

Flaws: Addiction (Major: Mushroom juice), Hallucinations (Minor), Foible (Loves playing tunes on his banjo)

Feats: Psychonaut (once per session, at the end of your turn, restart your turn as if it had never happened – because it *didn't* happen, it was a premonition!), Scrapper, Sixth Sense

Gear: Cleaver (+0 damage), hunting bow (Range 60 feet; +0 damage), crude armor (+1), banjo

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are nearly 4 feet tall; –1 Fortitude.
- **Goblinoid:** –2 Wheedle when dealing with humans.

Background Ideas

If you need background ideas, here are some suggestions:

- One day, while you were out patrolling in Twilight Wood, your gang members were all magically transformed into hill humans. You swiftly (and messily) dispatched them with your cleaver, but you never managed to discover who was responsible for casting the vile curse upon your gang.
- Other goblins envy you, and many of them wish to usurp your position. But you are able to sense the jealousy deep in their hearts, and you cut out those conniving hearts before they can make their move.
- Once, when you were wandering the forest on your own, you stumbled upon a beautiful goblin maiden, and she stole your heart, as well as your canteen of mushroom juice. She said you had a great destiny to fulfill, and that one day you and she would be together. You never saw her again, but you know she is out there, waiting for you.
- You often dream of a future where you become the most powerful goblin in the land, uniting all of the tribes under your own banner. Your premonitions frequently come true, and you're sure this one will too, but you really hope you don't have to wait too long!



Barghest Whelp

Gruffy Longclaw

One of the rarer strains of mutation to be found among the tribes, the barghests are natural shapeshifters, and are both feared and admired by their common kin. These fearsome goblins are capable of transforming into wolves, although most of them prefer using a hybrid form in battle.

Your childhood was spent living with a pack of wolves, but you joined the Redfang tribe a couple of years ago, and have proven your worth in combat on many occasions since. You are a rising star in the tribe, despite your intellectual shortcomings, and it took you only a few months to reach the rank of gang boss.

Game Statistics

Abilities: Strength +0 (or +1 in hybrid form), Agility +1, Dominance +1

Skills: Appraise -1, Brawl +1, Lore -2, Perception +2, Reflexes +2, Stealth +1, Survival +1, Wits +1

Speed: 5/6/8 (25/30/40 feet) in goblin/hybrid/wolf form; **Resilience:** 4 (5 in hybrid form);

Armor: 0 (1 in wolf/hybrid form); **Capacity:** 3 (4 in hybrid form); **Leadership:** 5; **Karma:** 3; **Health:** 4

Flaws: Ignorant (Major), Tribal Loyalty (Minor), Poor Taste (Minor)

Feats: Barghest (see below), Thick Fur (+1 natural armor and +1 to Vitality checks while in wolf or hybrid form), Savant (Brawl/Reflexes)

Gear: None (you prefer to use your natural weapons)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 60 feet).
- **Short:** You are nearly 4 feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

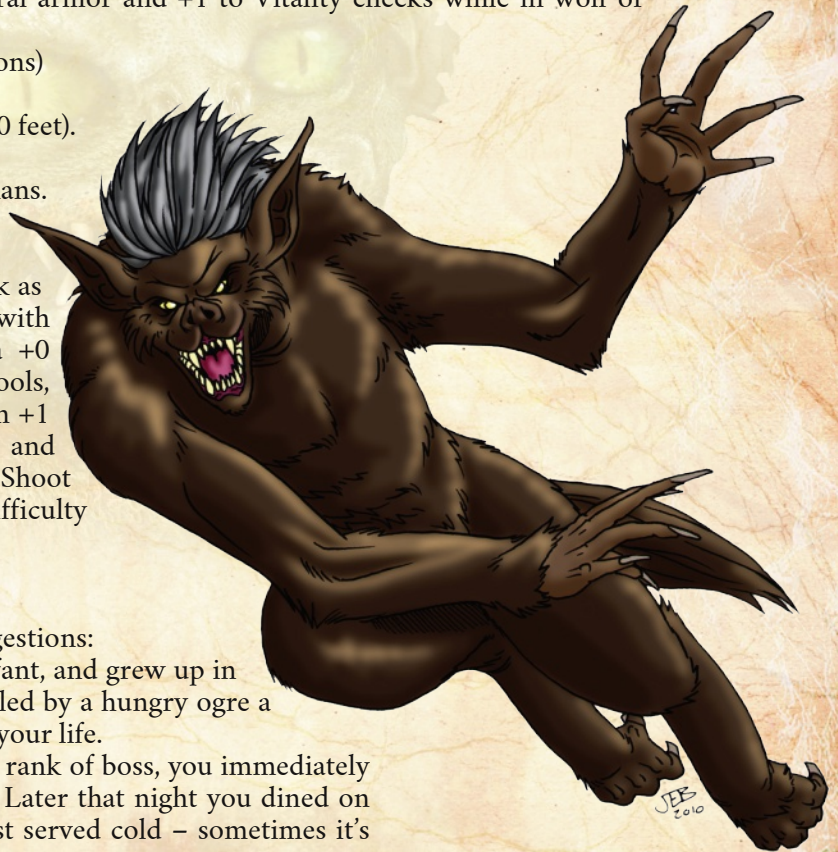
Barghest

Shifting forms requires a simple Willpower check as a normal action, but your gear doesn't change with you. In wolf form you have Speed 40 and a +0 damage bite attack, but you cannot talk, or use tools, weapons or armor. In your hybrid form you gain +1 Strength and Resilience, and +0 damage claws and fangs, however you suffer a -1 penalty to Melee, Shoot and Throw, cannot use a shield, and you have difficulty moving around while wearing armor.

Background Ideas

If you need background ideas, here are some suggestions:

- You were adopted by a pack of wolves as an infant, and grew up in Shadowglade Forest. However your pack was killed by a hungry ogre a couple of years ago, and you barely escaped with your life.
- After joining the Redfang tribe and earning the rank of boss, you immediately took your gang hunting in Shadowglade Forest. Later that night you dined on grilled ogre meat; revenge isn't *always* a dish best served cold – sometimes it's best served *hot*, while still fresh from the spit.
- Your only love is the thrill of the hunt, and the pleasure of the kill.
- The tribe is like a bigger version of your old pack, but now it is under threat by the humans, just like your old pack was threatened by the ogre. Your overriding desire is to protect your pack, and this time you won't fail them.



Goblin Priestess

Sissi Hotlips

Most members of the Redfang tribe pray to the Shadow Queen and her consort, the Sleeping God, who slumbers within the Spire of Flame. According to prophecy, the Sleeping God shall one day awaken, and rain fiery death down upon those who threaten his children.

You were drawn to the Sleeping God at a young age, and took your priestly vows at the earliest opportunity, swearing to defend the Obsidian Valley and the Spire of Flame from intruders, and to inflict bloody retribution upon any who threaten the tribes. The recent rise in human aggression is a clear sign that the prophecy shall soon be fulfilled, and you eagerly await the return of your progenitor.

Game Statistics

Abilities: Instincts +1, Dominance +1, Magic +1

Skills: Stealth +1, Survival +1

Speed: 4 (20 feet); **Resilience:** 4; **Armor:** 2; **Capacity:** 3; **Mana:** 5; **Leadership:** 5 **Karma:** 4; **Health:** 3

Flaws: Ambition (Minor: Divine transformation), Obsession (Converting heathens), Proud (Minor)

Feats: Divine Touch (can heal injuries), Serendipity (spend a Karma Point for a +3 bonus), Sorcerer (Flame)

Gear: Spear (+0 damage; Reach), throwing spikes (Range 15; -1 damage), decent armor (+2), stompers (+3 armor on legs; -1 damage when kicking)

Special Abilities

- **Spell Techniques:** Destruction, Warding.
- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are around 3½ feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need background ideas, here are some suggestions:

- Several months ago you traveled to Hightree Ridge, and preached the virtues of the Sleeping God to a fairly large warren of borderland goblins. Unfortunately the heathens refused to convert, and you had to cleanse their pagan souls with divine fire.
- When the Treebiter tribe was annihilated by the fearsome forest humans, several of the survivors were pursued through a rocky pass into Shadowglade Forest. You were in the area at the time, doing some missionary work among the borderland goblins, and you managed to save several of the fleeing Treebiter goblins from a forest human hunting party.
- You have dedicated yourself to the Sleeping God, body and soul, and there will never be a place in your heart for anyone else.
- Your greatest desire is to prove yourself a worthy candidate for deaconhood, to undertake the divine transformation and dance forever in the fiery embrace of the Sleeping God.



Hobgoblin Marauder

Rylan Redbeard

Larger and tougher than regular goblins, hobgoblins revel in the thrill of battle, and sometimes travel the human lands in small warbands. Occasionally these warbands will even work for humans as freelance mercenaries, but it's more common for them to take to banditry.

You have lived most of your life on the outskirts of human civilization, killing for pleasure and plunder, but the recent war between humans and the goblin tribes has opened a whole new world of opportunities. Attaining the rank of gang boss was as easy as taking candy from a child, and instead of having to share your loot and glory with other hobgoblins, you now have an unlimited supply of goblin cannon fodder at your disposal.

Game Statistics

Abilities: Strength +1, Endurance +1, Combat +1

Skills: Melee +1, Provoke +1, Stealth +1, Wheedle -1

Speed: 5; **Resilience:** 6; **Armor:** 4; **Capacity:** 4; **Leadership:** 4; **Karma:** 3; **Health:** 5

Flaws: Greedy (Minor), Obnoxious (Minor), Obsession (Glory hound)

Feats: Shield Mastery (shield grants a further +1 armor; once per session you can spend a Karma Point to redirect all damage from one attack to your shield, but this automatically destroys the shield), Skill Focus (Melee), Scrapper

Gear: Human sword (+1 damage), target shield (+1), human dagger (Range 15 feet; -1 damage), decent armor (+2)

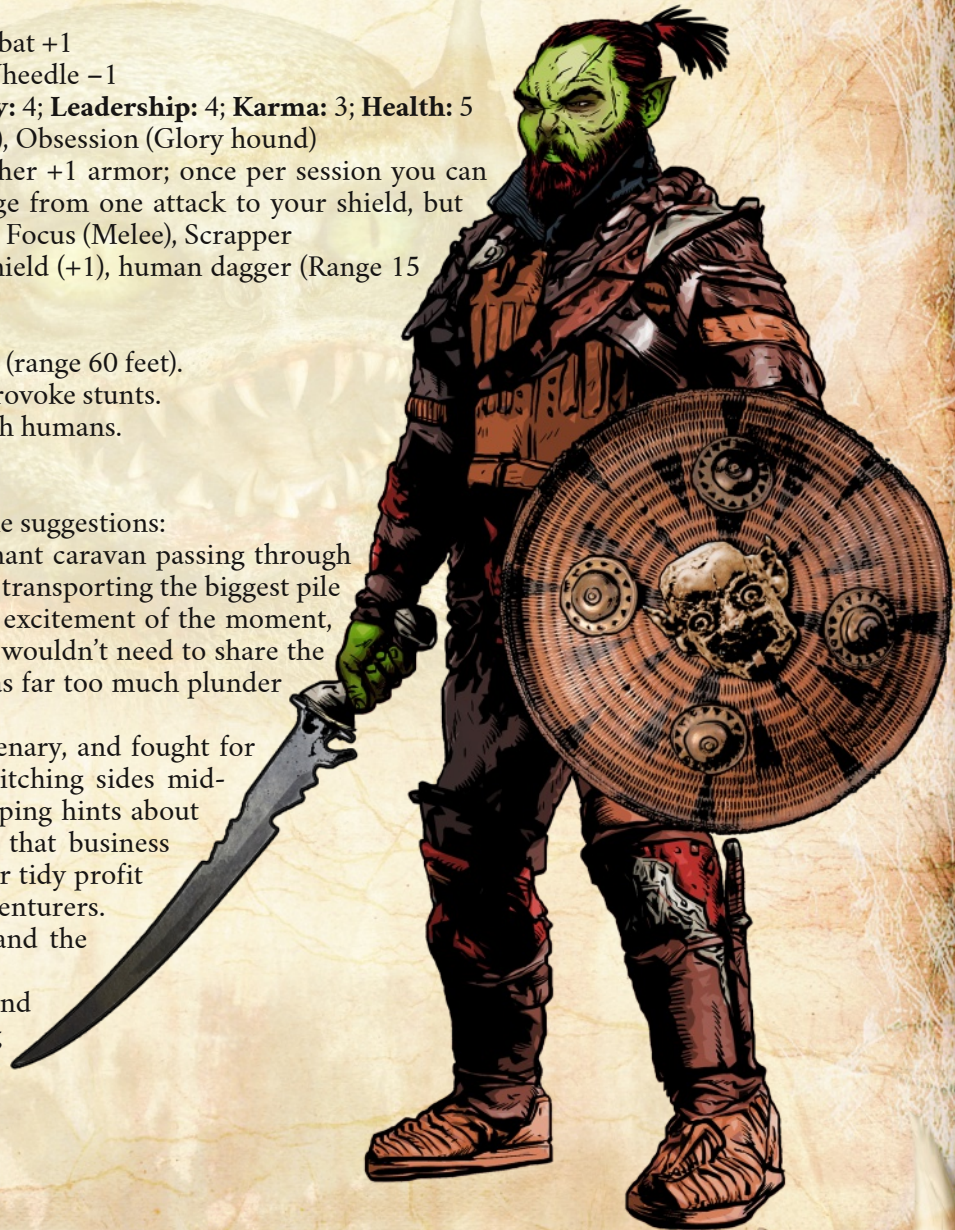
Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Proud:** -2 penalty to resist taunt-based Provoke stunts.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need background ideas, here are some suggestions:

- A few weeks ago you ambushed a merchant caravan passing through the human lands, and found that they were transporting the biggest pile of loot you've ever seen. Caught up in the excitement of the moment, you killed your gang members so that you wouldn't need to share the spoils with them - only to realize there was far too much plunder to carry on your own!
- Several years ago you worked as a mercenary, and fought for various human lords, sometimes even switching sides mid-battle. But it wasn't until you started dropping hints about great treasures hidden in Hightree Ridge that business really picked up, and you've turned a rather tidy profit by selling information to greedy human adventurers.
- Your only love is the thrill of combat, and the screams of your dying enemies.
- The burgeoning war between humans and the goblin tribes is easily the most exciting event in your lifetime, and you are making your best efforts to fan the flames as much as possible, hoping to further escalate the conflict.



Troblin Rat Handler

Kippy Ratnose

The Redfang tribe has an aggressive recruitment policy, and frequently absorbs independent goblin bands, but the recruiters will also poach from other tribes when the opportunity presents itself.

You were born into the Bonedigger tribe, but your family were originally swamp goblins, and the rest of the tribe frequently mocked your strange appearance and pungent odour. Eventually their bullying became too much to bear, so you went on a murderous rampage before fleeing into Redfang territory, offering intel on your former tribe in return for protection and the rank of gang boss.

Game Statistics

Abilities: Strength +1, Agility +1, Cunning -1, Dominance +1, Combat +1

Skills: Husbandry +2, Perception +1, Provoke +1, Stealth +1, Survival +1, Wheedle -1

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 1; **Capacity:** 4; **Leadership:** 5; **Karma:** 3; **Health:** 4

Flaws: Thin Skinned, Swamp Skin (Major), Turncoat (Former member of the Bonedigger tribe)

Feats: Rat Lover (Kippy has six swamp rats instead of gang members), Troblin (Rapid healing), Scrapper

Gear: Cudgel (-1 damage), skull bolas (Range 15 feet; -1 damage; entangle on critical hit), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** You are a little over 3 feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Background Ideas

If you need background ideas, here are some suggestions:

- You have always been targeted by bullies, and they always seem to know exactly how to get under your skin. They eventually drove you out of the Bonedigger tribe.
- The bullies finally got what they deserved though, when you cut their throats while they slept, and fed their corpses to your rats. It may have been a pyrrhic victory, but it was fun!
- Your pack of swamp rats love you unconditionally, and you return their love tenfold. Except when you need a meat shield; you can always find more rats, after all, but there's only one Kippy Ratnose!
- All you really want is to be treated with the respect and admiration that you so rightly deserve.

Swamp Rat

Abilities: Agility +2, Endurance +1

Skills: Climb +2, Stealth +2, Swim +2

Speed: 8 (40 feet); **Resilience:** 5; **Capacity:** 3

Special Abilities

- **Bite:** +0 damage; Throat Rip.
- **Throat Rip:** +2 damage on a critical hit.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Short:** Around 3 feet long; -1 Resilience.



Goblin Gang Member

Nameless Flunky

In Saga of the Goblin Horde, players take on the role of gang bosses. Each boss has a number of gang members equal to their Leadership. Gang members aren't particularly loyal, but they usually do as they're told, and can be controlled by the player in combat.

Once per round, a gang boss who suffers damage from a single source may spend a Karma Point to redirect the damage to an adjacent goblin gang member, even if the unlucky fellow belongs to another gang. If the damage comes from an area-effect attack that also targets the gang member, the boss still suffers half damage (rounded down), although they may also attempt to soak the rest if they wish by becoming Staggered or Stunned.

Bugbears are too big to redirect the damage from area-effect attacks, and against other attacks they still suffer half damage (rounded down; the gang member still suffers full damage), but they can try to soak the remaining damage afterwards as normal.

Game Statistics

Abilities: Agility +1

Skills: Stealth +1, Survival +1

Speed: 5 (25 feet); **Resilience:** 4; **Armor:** 0; **Capacity:** 3

Gear: Spear (+0 damage; Reach)

Special Abilities

- **Darkvision:** Ignore all darkness penalties (range 60 feet).
- **Short:** Goblins stand three to four feet tall; -1 Resilience.
- **Goblinoid:** -2 Wheedle when dealing with humans.

Fast-Track Promotion

Should a gang boss be incapacitated or killed during play, the Game Master may allow the player to promote one of their gang members to Champion status and take over the gang.

1. Start out with the Game Statistics for a regular gang member.
2. Increase one ability by +1.
3. Add the Scrapper Feat, increasing Combat to +1.
4. Select two additional Feats (and some Flaws if there is sufficient time).
5. Choose a name, pick up your Karma Points, and you're ready to go!

The new character takes control of the rest of the gang for the remainder of the session, after which they'll have to calculate their own gang size as normal.

If the player's original character later comes back (e.g., perhaps they were only incapacitated), the new character isn't demoted, they simply leave to start their own gang. Perhaps the player will encounter them again in the future as an NPC!

