



Name: **Hobgoblin Thug**
Race: **Goblin**
Appearance:

Player:
Ht:

Wt:

Age:

Spent: **125**
Unspent: **375**

CHARACTER SHEET

ST	12*	[10]	HP	14 [§]	[0]	Basic Speed	6	[0]
DX	12	[40]	Will	10**	[0]	Basic Move	7††	[0]
IQ	8†	[0]	Per	8	[0]	BL	29 lb	(ST×ST)/5
HT	12‡	[10]	FP	14††	[0]	Thr	1d-1	Sw 1d+2
TL	4	[0]	SM	+0				
* Includes: +1 from 'Extra ST' † Includes: -2 from 'Reduced IQ'; Conditional: -1 from 'Chummy' when alone ‡ Includes: +1 from 'Extra HT' § Includes: +2 from 'Hit Points Bonus from Hobgoblin (DRL)'						** Includes: +2 from 'Will Bonus from Hobgoblin (DRL)' †† Includes: +2 from 'Fatigue Points Bonus from Hobgoblin (DRL)' ‡‡ Includes: +1 from 'Basic Move Bonus from Hobgoblin (DRL)'		

Vision	8	Taste/Smell	8	Death Check	
Hearing	8	Fright Check	12*	Broad Jump	7.33 yd
Touch	8	Consciousness		High Jump	1.78 yd
* Includes: +2 from 'Combat Reflexes'					

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1.45 tn
* Takes 2 seconds to complete † Takes 4 seconds to complete ‡ Double with a running start § Lose 1 FP/sec while over X-Hvy enc.					

ENCUMBRANCE TABLE

Name	None	Light	« Med »	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	3 yd	2 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

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

FP	0 FP	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
14 13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13	

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	10*	8/10*	
Whip	DX	Shield (Shield)	Med	



Eyes DR: 3* HP: 0	Skull DR: 3*+2 HP: 0	Loc.	HP	#
Neck DR: 3* HP: 0	Face DR: 3* HP: 0	Eyes	2	
Torso DR: 3* HP: 0	Arms DR: 3* HP: 0	Neck	—	
	Hands DR: 3* HP: 0	Skull	—	
	Groin DR: 3* HP: 0	Face	—	
		Torso	—	
		Groin	—	
		Arms	8	
		Hands	5	
		Legs	8	
		Feet	5	
		Bonus DR: 2†		
		Bonus DB: 2		
		Notes:		

* Includes: +1 from 'Combat Reflexes'

† Includes: +2 from 'Damage Resistance'

REACTION MODIFIERS	
Appearance: -4*	
* Includes: -4 from 'Appearance'	
Status: +0	
Other: -2†	
† Includes: -2 from 'Bully'; Conditional: -2 from 'Odious Personal Habit (Barbarism)' when people notice your problem, -2 from 'Whisper', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs	

LANGUAGES			
Name	Spoken	Written	Pts
Black Quenya (Native)	Native	Native	[0]
Local	Broken	—	[1]

CULTURAL FAMILIARITIES	
Name	Pts
Unseelie (Native)	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Hobgoblin (DRL) {p. User}	[49]
Smasha (Martial Arts) {p. MA210}	[0]
Sword-and-Shield Fighting (Martial Arts) {p. MA199}	[0]
Warrior (Basic Set) {p. B448}	[0]

ADVANTAGES	
Name	Pts
Arcane 4 (Magical; Only in home environment) {p. MTA45}	[28]
Basic Move Bonus from Hobgoblin (DRL)	[5]
Brachiator (Magical) {p. B41}	[5]
Clinging * (Magical; Specific (Vertical only)) {p. B43}	[10]
Roll to grab ahold: 13 (DX+1), Roll to hang on: 13 (ST+1)	
Combat Reflexes {p. B43}	[15]
Damage Resistance 2 (Tough Skin) {p. B46}	[6]
Extra HT 1 (Affects displayed HT score)	[10]
Extra ST 1 (Affects displayed ST score)	[10]
Fatigue Points Bonus from Hobgoblin (DRL)	[6]
Flexibility (Except when bound by cold iron) {p. B56}	[5]
Glamourie Powers (Magical)	[0]
Usernotes: Source: Faerie Magic, Focus: Innate Magical Abilities	
Glamourie Talent 1 (Catfall, Clinging)	[5]
Goblin-Kin Infravision {p. B60}	[10]
Roll: 8 (Per)	
Hit Points Bonus from Hobgoblin (DRL)	[4]
Less Sleep 4 {p. B65}	[8]
Morph (Illusory; Magical; Maximum Duration (2d6+3 Seconds); Unlimited) {p. B83}	[20]
Night Vision 4 {p. B71}	[4]
Reduced Consumption 1 (Cast-Iron Stomach) {p. B80}	[1]
Super Jump 1 {p. B89}	[10]
Truesight (Magical)	[5]
Will Bonus from Hobgoblin (DRL)	[10]
* Includes: +1 skillscore from 'Glamourie Talent'	

PERKS	
Name	Pts
Burrower {p. SU30, SU31, PU2:10}	[1]
Rest in Pieces {p. PU2:19-20}	[1]
Shield-Wall Training {p. MA51, PU2:7}	[1]

DISADVANTAGES	
Name	Pts
Appearance (Hideous) {p. B21}	[-16]
Bully (9 or less) {p. B125}	[-15]
Callous {p. B125}	[-5]
Chummy {p. B126}	[-5]
Code of Honor (Unseelie) {p. CTD}	[-10]
Iron Intolerance	[-10]
Odious Personal Habit (Barbarism) -2 {p. B22}	[-10]
Overconfidence (12 or less) {p. B148}	[-5]
Reduced IQ -2 (Affects displayed IQ score)	[-40]
Short Lifespan -1 {p. B154}	[-10]

DISADVANTAGES (continued)	
Name	Pts
Weakness (Direct Sunlight) (1d per 30 minutes) (Fatigue Only; Common) {p. B161}	[-5]
Whisper	[-10]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL4 (Melee Weapons) {p. B178}	8	IQ+0	[2]
Brawling {p. B182}	12	DX+0	[1]
Parry: 10			
Broadsword {p. B208}	12	DX+0	[2]
Parry: 10			
Climbing {p. B183}	12 *	DX+0	[0]
Jumping {p. B203}	12	DX+0	[1]
Knife {p. B208}	12	DX+0	[1]
Parry: 9			
Net {p. B211}	10	DX-2	[1]
Shield (Shield) {p. B220}	12	DX+0	[1]
Block: 10			
Spear {p. B208}	12	DX+0	[2]
Parry: 10			
Stealth {p. B222}	16 †	DX+4	[2]
Whip {p. B209}	12	DX+0	[2]
Parry: 10			
Wrestling {p. B228}	12	DX+0	[2]
Parry: 10			
* Includes: +2 from 'Brachiator', +3 from 'Flexibility'			
† Includes: +4 from 'Arcane'			

TECHNIQUES			
Name	Level	Relative	Pts
Aggressive Parry (Brawling) {p. MA65}	9	def+0	[0]
Parry: 10			
Counterattack (Broadsword) {p. MA70}	7	def+0	[0]
Crack (Whip) {p. MA70}	8	def+0	[0]
Eye-Rake (Brawling) {p. MA72}	7	def+0	[0]
Feint (Broadsword) {p. MA73, B231}	12	def+0	[0]
Head Butt (Brawling)	12	def+1	[2]
Kicking (Brawling) {p. MA75, B231}	11	def+1	[2]
Knee Strike (Brawling) {p. MA76, B232}	11	def+0	[0]
Stamp Kick (Brawling) {p. MA80}	10	def+1	[2]
Targeted Attack (Brawling Kick/Groin) {p. MA68}	10	def+1	[2]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Aggressive Parry (Brawling)	9	—	1d-5 cr	C	—	—	
Brawling: Punch	12	10	1d-2 cr	C	—	—	
Brawling: Bite	12	—	1d-2 cr	C	—	—	
Brawling: Kick	11	—	1d-1 cr	C,1	—	—	
Eye-Rake (Brawling)	7	—	1d-2 cr	C	—	—	
Head Butt (Brawling)	12	—	1d-2 cr	C	—	—	
Knee Strike (Brawling)	11	—	1d-1 cr	C	—	—	
Large Falchion: swing	12	10U	2d+1 cut	1	11	4	
Large Falchion: thrust	12	10U	1d-1 imp	1	11	4	
Large Knife: swing	12	9	1d+1 cut	C,1	6	4	
Large Knife: thrust	12	9	1d imp	C	6	4	[1]
Medium Shield	12	—	1d-1 cr	1	—	4	[2,3,4]
Stamp Kick (Brawling)	10	—	1d cr	C,1	—	—	
Whip (2-yard)	12	8U	1d(0.5) cr	1-2*	7	4	[12]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	8	1d imp	—	9.6 yd / 18 yd	1	T(1)	6	-2	—	4	
Melee Net	10	spec.	1	—	1	T(1)	8	-4	—	4	[4,6]

EQUIPMENT					Cost	Weight
Qty	Item					
1	Large Falchion (Fine Quality) {p. MA227}	Description: TL:3 LC:4 [Mode:swing Damage:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Broadsword], [Mode:thrust Damage:thr-1 imp Reach:1 Parry:0U ST:11 Skill:Broadsword]				2500 4.5 lb
1	Large Knife (Fine Quality) {p. B272, B276}	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]				160 1 lb
1	Light Scale Suit {p. L18}	Description: TL:2 LC:-- DR:3* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Location: all				610 49 lb
1	Medium Shield {p. B273, B287}	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB.				60 15 lb
1	Melee Net {p. B276}	Description: TL:2 LC:4, Dam: spec. Acc:1 Range:spec. RoF:1 Shots:T(1) ST:8 Bulk:-4 Skill:Net Notes: [4,6] May entangle or ensnare the target; see Special Ranged Weapons (p. B411). A net has no 1/2D range. Max range is (ST + Skill/5).				20 5 lb
1	Whip (2-yard) (Fine Quality) {p. B274}	Description: TL:1 LC:4, Dam:sw-2(0.5) cr Reach:1-2* Parry:-2U ST:7 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).				160 4 lb