



# CHARACTER SHEET

Name: **Goblin Bandit**  
Race: **Goblin**  
Appearance:

Player:  
Ht: **4'10"**

Wt: **125**

Age:

Spent: **141**  
Unspent: **-41**

ST	10*	[ 10]	HP	10	[ 0]	Basic Speed	5.5	[ 0]
DX	11	[ 20]	Will	10†	[ 0]	Basic Move	5	[ 0]
IQ	8†	[ 0]	Per	12§	[ 0]	BL	20 lb	(ST×ST)/5
HT	11	[ 10]	FP	11	[ 0]	Thr	1d-2	Sw 1d
TL	4	[ 0]	SM	-1**				
* Includes: -1 from 'Reduced ST' † Includes: -2 from 'Reduced IQ'; Conditional: -1 from 'Gregarious' when in a group of four or less, -4 from 'Gregarious' when alone ‡ Includes: +2 from 'Will Bonus from Goblin'						§ Includes: +4 from 'Extra Perception' ** Includes: -1 from 'Size Modifier Penalty from Goblin'		

Vision	12	Taste/Smell	12	Death Check	
Hearing	12	Fright Check	10*	Broad Jump	4.67 yd
Touch	12	Consciousness		High Jump	1.11 yd
* Conditional: -2 from 'Cowardice' when possible danger is involved					

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1 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	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

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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

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

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	8	7/8	
Shortsword	DX	Shield (Buckler)	Light	
Eyes DR: 0 HP: 0	Skull DR: 6 HP: 0	Loc.	HP	#
Neck DR: 0 HP: 0	Face DR: 4 HP: 0	Eyes	2	
Torso DR: 3 HP: 0	Arms DR: 0 HP: 0	Neck	—	
	Hands DR: 0 HP: 0	Skull	—	
	Groin DR: 0 HP: 0	Face	—	
	Legs DR: 0 HP: 0	Torso	—	
	Feet DR: 0 HP: 0	Groin	—	
		Arms	6	
		Hands	4	
		Legs	6	
		Feet	4	
		Bonus DR: 1*		
		Bonus DB: 0		
		Notes:		

\* Includes: +1 from 'Damage Resistance'



## SCRATCH PAD

REACTION MODIFIERS			
Appearance: -4*			
* Includes: -4 from 'Appearance'			
Status: +0			
Other: +0†			
† Conditional: -2 from 'Odious Personal Habit (Barbarism)' when people notice your problem, +4 from 'Gymnast', -2 from 'Cowardice' when from trained fighters, when cowardice matters, -2 from 'Whisper'			

LANGUAGES			
Name	Spoken	Written	Pts
Black Quenya (Native)	Native	Native	[ 0 ]

CULTURAL FAMILIARITIES		Pts
Name		
Faerie (Native)		[ 0 ]

TEMPLATES AND META-TRAITS		Pts
Name		
Capoeira (Martial Arts) {p. MA153}		[ 0 ]
Goblin (DRL) {p. User}		[ 79 ]

ADVANTAGES		Pts
Name		
Arcane 4 (Magical: Only in home environment) {p. MTA45}		[ 28 ]
Catfall* (Magical) {p. B41}		[ 9 ]
Roll: 12 (DX+1)		
Clinging* (Magical; Natural Surfaces Only) {p. B43}		[ 14 ]
Roll to grab ahold: 12 (DX+1), Roll to hang on: 11 (ST+1)		
Damage Resistance 1 (Tough Skin) {p. B46}		[ 3 ]
Extra Perception 4 (Affects displayed Per score; Night-Aspected)		[ 12 ]
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: 12 (Per)		
Gymnast 4 {p. B89}		[ 40 ]
Morph (Illusory; Magical; Maximum Duration (2d6+3 Seconds); Unlimited) {p. B83}		[ 20 ]
Night Vision 4 {p. B71}		[ 4 ]
Super Jump 1 {p. B89}		[ 10 ]
Truesight (Magical)		[ 5 ]
Will Bonus from Goblin		[ 10 ]
* Includes: +1 skillscore from 'Glamourie Talent'		

PERKS		Pts
Name		
Skill Adaptation (Acrobatic Feints) {p. MA51}		[ 1 ]
Skill Adaptation (Acrobatic Kicks) {p. MA51}		[ 1 ]

DISADVANTAGES		Pts
Name		
Appearance (Hideous) {p. B21}		[ -16 ]
Cowardice (12 or less) {p. B129}		[ -10 ]
Gregarious {p. B126}		[ -10 ]
Iron Intolerance		[ -10 ]
Odious Personal Habit (Barbarism) -2 {p. B22}		[ -10 ]
Reduced IQ -2 (Affects displayed IQ score)		[ -40 ]
Reduced ST -1 (SM -1; Affects displayed ST score)		[ -5 ]
Size Modifier Penalty from Goblin		[ 0 ]
Weakness (Direct Sunlight) (1d per 30 minutes) (Fatigue Only; Common) {p. B161}		[ -5 ]
Whisper		[ -10 ]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	15*	DX+4	[ 4 ]
Area Knowledge (local) {p. B176}	9	IQ+1	[ 2 ]
Brawling {p. B182}	12	DX+1	[ 2 ]
Parry: 9			
Camouflage {p. B183}	10	IQ+2	[ 4 ]
Climbing {p. B183}	13†	DX+2	[ 0 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Crossbow {p. B186}	13	DX+2	[ 4 ]
Net {p. B211}	10	DX-1	[ 2 ]
Riding (Canines) {p. B217}	11	DX+0	[ 2 ]
Shield (Buckler) {p. B220}	11	DX+0	[ 1 ]
Block: 8			
Shortsword {p. B209}	11	DX+0	[ 2 ]
Parry: 8			
Stealth {p. B222}	15‡	DX+4	[ 2 ]
Tactics {p. B224}	10	IQ+2	[ 12 ]
* Includes: +4 from 'Gymnast'   † Includes: +3 from 'Flexibility', +4 from 'Gymnast'   ‡ Includes: +4 from 'Arcane'			

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	10	def+1	[ 1 ]
Back Kick (Acrobatics) {p. MA67, , B230}	11	def+0	[ 0 ]
Head Butt (Brawling)	11	def+0	[ 0 ]
Jump Kick (Acrobatics) {p. MA75, B231}	12	def+1	[ 2 ]
Kicking (Acrobatics) {p. MA75, B231}	13	def+0	[ 0 ]
Spinning Kick (Acrobatics) {p. MA79}	12	def+0	[ 0 ]
Sweeping Kick (Acrobatics) {p. MA81, B232}	12	def+0	[ 0 ]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	—	—	
Brawling: Bite	12	—	1d-3 cr	C	—	—	
Brawling: Kick	10	—	1d-2 cr	C,1	—	—	
Head Butt (Brawling)	—	—	1d-3 cr	C	—	—	
Jump Kick (Acrobatics)	—	—	1d cr	1,2	—	—	
Shortsword: swing	11	8	1d cut	1	8	4	
Shortsword: thrust	11	8	1d-2 imp	1	8	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Crossbow (ST 7)	13	1d+1 imp	4	140 yd / 175 yd	1	1(4)	7†	-6	—	4	[3]
Melee Net	10	spec.	1	—	1	T(1)	8	-4	—	4	[4,6]

EQUIPMENT											
Qty	Item	Cost	Weight								
1	Crossbow (ST 7) {p. B276} Description: TL:2 LC:4, Dam:thr+4 imp Acc:4 Range:ST*20/ST*25 RoF:1 Shots:1(4) ST:7† Bulk:-6 Skill:Crossbow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free.	150	6 lb								
1	Legionary Helmet {p. B284} Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face	150	6 lb								
1	Light Scale Armor {p. B283} Description: TL:2 LC:4 DR:3 Locations: torso Location: torso	150	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	Shortsword {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	400	2 lb								