



Name **Goblin**  
Ht **5'**  
Appearance

Wt **9st**

Player  
Size Modifier **0** Age

Point Total **46**  
Unspent Points **104**

CHARACTER SHEET

ST	10	[ 0 ]	HP	10	CURRENT	[ 0 ]
DX	12	[ 40 ]	Will	9		[ 0 ]
IQ	9	[ -20 ]	Per	9	CURRENT	[ 0 ]
HT	11	[ 10 ]	FP	11		[ 0 ]



BASIC LIFT **20**      DAMAGE Thr **1d-2**      Sw **1d**  
BASIC SPEED **6** [ **5** ]      BASIC MOVE **7** [ **5** ]

<b>BLOCK/PARRY</b>	<b>MOVE</b>	<b>DODGE</b>
<b>0/8</b>	BM x 1 <b>7</b>	Dodge <b>9</b>

PARRY <b>8</b> Axe/Mace	Reaction Modifiers  Appearance: Status: +0 Other: +0
BLOCK <b>0</b>	

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0	1		Groin	0	--	
Neck	0	--		Arms	0	5	
Skull	2	--		Hands	0	3	
Face	0	--		Legs	0	5	
Torso	0	10		Feet	0	3	

SKILLS			
Name	Level	Rel. Level	Cost
Axe/Mace	11	DX-1	[ 1 ]
Bow	11	DX-1	[ 1 ]
Brawling	12	DX+0	[ 1 ]
Broadsword	11	DX-1	[ 1 ]
Lockpicking/TL3	8	IQ-1	[ 1 ]
Observation	8	Per-1	[ 1 ]

MÉLÉE WEAPONS										
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight	
	Brawling									
	Punch	12	1d-3 cr	C	9	--				
	Bite	12	1d-3 cr	C	No	--				
	Kick	10	1d-2 cr	C,1	No	--				
1	Shortsword							400	2	
	swing	9	1d cut	1	7	8				
	thrust	9	1d-2 imp	1	7	8				

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Short Bow	11	1d-2 imp	1	100 / 150	1	1(2)	7†	-6		4	[3]	50	2