Tier 0 · Small (2) · Inhuman (Goblin) Tier 1 · Small (2) · Inhuman (Goblin) Tier 1 · Small (2) · Inhuman (Goblin) Create a 2m cloud that grants Cover. 0 유 2 유 3 유 1 · 유 3 **+** 4 0 <u>എ</u> 1 \bigcirc 4 Haz Terrain: 2 Mental damage to targets 3 3 \heartsuit 1 \diamondsuit 1 $^{\circ}$ ♦ 2 \Diamond ♦ 2 with no Will ◆ Beetle Cloak Skills Skills Skills Gain 6 AP, deal 1dmg when Grabbed +2: Stealth · Perception +4: Stealth · Aim +3: Aim · Ingenuity ◆ Beehive +1: Fight · Aim · Survival +3: Fight · Perception · Survival +2: Presence · Perception · Fight Ranged Attack; Creates a 6-damage Burst in Traits +2: Athletics · Will · Manipulate Traits a 3m sphere at point of impact **Darkvision** Unhindered by darkness **Darkvision** Unhindered by darkness **Traits** ◆ Fire Antfarm Clamber Ignore difficult terrain involving **Darkvision** Unhindered by darkness Clamber Ignore difficult terrain involving Create a 2m circle of Hazardous/Difficult rocks, rubble, loose footing, obstacles, etc. Clamber Ignore difficult terrain involving rocks, rubble, loose footing, obstacles, etc. Terrain at point of impact Techniques rocks, rubble, loose footing, obstacles, etc. Techniques Scorpion Sachel **Cunning** All attacks with Advantage are Keen ♦ Nimble Disengage, Hide, Escape Nimble Disengage, Hide, Escape Ranged Attack; Poison(T1) 1d6 damage ◆ Suprise While hiding, make an attack with Techniaues Get In There! Another Goblin moves 3m or ◆ Terra Mites Advantage. It is Keen (Crits on 5/6) ♦ Nimble Disengage, Hide, Escape attacks Shreds 3 armor: shreds 2 more each round Weapons / Attacks ♦ Dive Roll Move 1m. Ignore Terrain. Instant ◆ Bug Jars Sling one of a variety of bug jars until removed with Action using Bug Slinger for extra effects Cheap Shortsword (No บReactions) Weapons / Attacks [+4] Melee 2(3) Damage 0-1 Range • Suprise While hiding, make an attack with **Beetle Stick** Slina Advantage. It is Keen (Crits on 5/6) [+4] Ranged 2(3) Damage 1-3 Range Weapons / Attacks [+5] Melee 3(3) Damage 0-2 Range **Bug Slinger** Shortsword 3(1) Damage [+7] Melee 3(3) Damage 0-1 Range [+6] Ranged 1-4 Range Shortbow 3(♀) Damage [+8] Ranged 1-3 Range ♦ Paralytic Apply Poison: Next attack Stuns (Save: T2 ♀♥Endure) **Cinder Wolf** Organder Sailor Wolf Tier 0 · Small (2) · Beast (Wolf) Tier 0 · Small (2) · Beast (Wolf) Tier 1 · Small (2) · Beast Tier 0 · Medium · Human ჶ 2 ₽ 2 ჶ 2 ₼ 3 ☆ 3 ♠ 3 0 \bigcirc 4 0 ♠ 3 8 3 2 ♦ 2 ♡ 2 ♦ 2 2 ♦ 2 × 11 **1** 4 $^{\circ}$ × 11 **1** 4 $^{\circ}$ ♦ 2 × 11 **1** 4 \odot Skills Skills Skills Skills +3: *Beast · Athletics +3: *Beast · Athletics +4: Athletics +3: *Sailing +2: *Fire · Presence · Perception +2: Stealth · Presence · Perception +2: *Hunting +2: Athletics · Fight · Aim Traits **Traits Traits Traits Darkvision** Unhindered by darkness **Darkvision** Unhindered by darkness **Extrasense (Smell)** Extremely keen senses Costa Lungs Reduce Suffocation damage by 2 Keen Smell Smell as keen as sight Keen Smell Smell as keen as sight Pack Hunting When you are attacked, one ally Rigging: Move at full speed up ropes/rigging with Pack Hunting may URetaliate against Techniaues Techniaues Techniques the attacker บ Pack Hunt Free Attack when a target บ Pack Hunt Free Attack when a target **Techniques** attacks an ally while flanked attacks an ally while flanked Weapons / Attacks Sprint Move 5 in a straight line ♦ **Sprint** Move 5 in a straight line Sprint(6) Move 6m in a straight line **Cutlass** ◆ Pounce Leap 3m and Attack. Knocks Prone ◆ Harry Attack which Disrupts target on hit ◆ Harry Attack which Disrupts target on hit [+5] Melee 3(3) Damage 1-1 Range on hit (Save: &End/Ath vs Attack Roll) Bleed(1) (+1 damage if target has no AP) Weapons / Attacks Weapons / Attacks Weapons / Attacks Musket Claws Claws Talons [+5] Ranged 3(2d6) Damage 2-5 Range [+6] Melee 2(3) Damage 0-1 Range [+6] Melee 2(3) Damage 0-1 Range [+7] Melee 2(오) Damage 0-1 Range Reload(♦) Backfire(1) Bite Bite Bleed(2) (+2 damage if target has no AP) [+6] Ranged 3(3) Damage 0-0 Range [+6] Ranged 3(3) Damage 0-0 Range Leech Bite Grab or Trip on Crit Grab or Trip on Crit [+4] Melee 3(3) Damage 0-0 Range Spells On Injury, Steal an Organ (Save: T2 & Endure). ◆ [T1 Fire] Firebreath Organder recovers all Health. Target is 1+1d6/T Damage 0-5x3 Con [+4] Burst Stunned and has DISADV to && checks until Leaves behind TO Fires in area the injury is healed.

Goblin Bugcatcher Boss

Bug Jars

♦ Bag of Flies

Goblin Survivor

Goblin Mook