**Goblin**

Characteristics

| Str | End | Ag | Int | Wp | Prc | Prs |
| --- | --- | --- | --- | --- | --- | --- |
| 27 | 25 | 28 | 20 | 24 | 27 | 22 |

Size: Small

Traits

Dark Sight: A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

Abilities

Gang Up (1 SP, 1 AP, Reaction) - When an ally takes the attack action on a target within melee range of this creature, it may take the attack action against that target as a reaction. This attack does not count towards the attack total of that round and gains +1 damage and -10 to the defender’s role for each ally (including this creature but not including the attack that triggered this reaction) using the same feature to make an attack against that creature at the same time. This can only be used once per round and costs a stamina point. No other stamina points may be used on this attack (such as to increase damage) and the attack must not be an All-Out Attack or Precision Strike.