

GOBLIN

I don't like em

Goblins occupy an uneasy place in a dangerous world, and they react by lashing out at any creatures they believe they can bully. Cunning in battle and cruel in victory, goblins are fawning and servile in defeat.

ABILITY SCORES

Strength. 8

Dexterity. 14

Constitution. 10

Intelligence. 10

Wisdom. 8

Charisma. 8

TRAITS

Alignment. Chaotic Neutral

Size. Small

Armor Class. 10 (Leather Armor)

Hit Points. 7 (2d6)

Speed. 30 feet

Light Build. Stealth +6

Stalker. Darkvision 60ft.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Languages. Common, Goblin

Challenge. 1/4 (50 XP)

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

