

Hurley

2500 x 3235  
Image Dummy

2500 x 3235  
Image Dummy

HURLEY

Middle Aged Adult Goblin  
Chaotic Good  
Level 0 Civilian N/A

**Pronouns** - he/him  
**Occupations** - Fool  
**Armor Class** - 13  
**Hit Points** - 28 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
11	17	9	16	18	14
(+1)	(+4)	(0)	(+3)	(+4)	(+2)

**Saving Throws** -  
**Skills** -  
{ "Goblin Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Fury of the Small"=>"When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level.", "Nimble Escape"=>"You can take the Disengage or Hide action as a bonus action on each of your turns.", "Mud Slinger"=>"You gain the cantrip vicious mockery. Charisma is your spellcasting ability for this spell."}]}

ROLEPLAYING

Introduction

A little green man in multi-colored tights and a jester's cap complete with bells, bounds into to court room

Appearance

Typically goblin in appearance, redish eyes, big nose and ears in a traditional fool's costume

Expressions

A-Hoy Hoy!  
Better a witty Fool than a foolish wit.  
After you M'lady!

Mannerisms

Every movement he makes is exaggerated for effect

Motivations

A comfortable life, safety, power

Passions

Acting and acrobatics

Secrets

HURLEY

Middle Aged Adult Goblin  
Chaotic Good  
Level 0 Civilian N/A

**Pronouns** - he/him  
**Occupations** - Fool  
**Armor Class** - 13  
**Hit Points** - 28 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
11	17	9	16	18
(+1)	(+4)	(0)	(+3)	(+4)

CHA
14
(+2)

**Saving Throws** -  
**Saving Throws** -  
**Skills** -  
{ "Goblin Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Fury of the Small"=>"When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level.", "Nimble Escape"=>"You can take the Disengage or Hide action as a bonus action on each of your turns.", "Mud Slinger"=>"You gain the cantrip vicious mockery. Charisma is your spellcasting ability for this spell."}]}

Proficiencies

**Languages** -  
Common Goblin  
**Adjectives** -  
Witty, Bold, Sharp,

Special Abilities

Special Equipment

Combat Tactics

Will only fight from a sneak attack, otherwise he will run

Actions

Factions

ROLEPLAYING

Introduction

A little multi-colored jester's cap complete with bells, bounds into to court room

Appearance

Typically goblin in appearance, redish eyes, big nose and ears in a traditional fool's costume

Expressions

A-Hoy Hoy!  
Better a witty Fool than a foolish wit.  
After you M'lady!

Mannerisms

Every movement he makes is exaggerated for effect

Motivations

A comfortable life, safety, power

Passions

Acting and acrobatics

Secrets

He is plotting the secrets of the court

Proficiencies -

Proficiency Mod - +2

Languages - Common Goblin

Adjectives - Witty, Bold, Sharp,

Special Abilities -

Special Equipment -

Combat Tactics

Will only fight from a sneak attack, otherwise he will run

Actions -

Factions

Noble House

Role:

Secrets

He is privy to all the secrets of the court

Noble House

Role: