

One way or another, you have been touched by the goblins. Either through magic or blood, you are different from those around you. While you feel a kinship with your wicked cousins, you know that you must help to protect your neighbors when the time comes.

You are quick and hardy. Your Dexterity and Constitution begin at 10, and all of your other ability scores begin at 8.

## What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You led a strange life touched by your heritage. You become a level 1 Warrior-Rogue. You gain the class abilities *Fortune's Favor* and *Knacks*, and the skill *Stealth*, and the cantrip *Second Sight*. The tables below will further define your class abilities. **How did you get so strange?**

1d6	What makes you the goblins' child?	Gain
1	One of your parents was actually a goblin.	+2 Dex, +1 Cha, Skill: Deceit
2	While your parents were not goblins, your family blood was touched many generations ago.	+2 Con, +1 Int, Skill: Forbidden Secrets
3	The goblin king himself visited your village on the night of your birth. No one speaks of this.	+2 Cha, +1 Str, Skill: Command
4	When you were young, you were taken down all the way to Goblin Town and you were forced to wander long roads to return home.	+2 Wis, +1 Con, Skill: Direction Sense
5	You made an odd friend in the mines. He took you home for dinner.	+2 Int, +1 Str, Skill: Delving
6	You have heard your parents whisper that you are not their child, but rather one that was left in their baby's stead.	+2 Cha, +1 Con, Skill: Deceit

1d6	Since you were different, you were often the target of bullies. What did you do when things came to a head?	Gain
1	They could knock you down, but you never stayed there.	+2 Con, Knack: Resilience
2	You did the smart thing and fled.	+2 Wis, Knack: Fleet
3	In anger, you hit one of the bullies. Hard.	+2 Str, Knack: Great Strike
4	You laughed at their onslaught and stood your ground.	+2 Con, Knack: Defensive Fighter
5	You tricked the bullies and led them into a dark place where they were frightened.	+2 Cha, Knack: Resilience
6	An animal instinct helped you pin them down, but your better nature stopped you there.	+2 Dex, Knack: Great Strike



1d6	You and a friend ran into some true goblins last autumn. What happened? <i>The player to your right was there with you.</i>	Gain
1	The goblins thought you easy prey, but you put them to flight. <i>The friend to your right struck down their leader, and gains +1 Str.</i>	+2 Str
2	You ran back to the village and warned your neighbors of the coming warband. <i>The friend to your right held the gate, and gains +1 Con.</i>	+2 Con
3	Recognizing a kindred spirit, the goblins offered a trade. <i>The friend to your right spotted a trick in their deal, and gains +1 Cha.</i>	+2 Cha
4	You fell into one of their pit traps and had to sneak your way out of the tunnels. <i>The friend to your right remembered the rope, and gains +1 Dex.</i>	+2 Dex
5	Feeling wicked, you decided to try your hand at stealing one of their trinkets. <i>The friend to your right distracted them, and gains +1 Dex.</i>	+2 Dex
6	The goblins had a captive and you came to the rescue. <i>The friend to your right cut their bonds while you fought them off, and gains +1 Str.</i>	+2 Str

1d6	What marks your goblin nature?	Gain
1	You were always small and strange.	+2 Dex, short stature and spindly limbs
2	You can see well in the dark and have a gift for mimicry.	+2 Cha, unnatural eyes and a perfect ear
3	You only feel at home underground or in the workshop.	+2 Int, a mind for trap and tunnels
4	You have always been obsessed with collecting secrets and brokering deals.	+2 Wis, an unhealthy appetite for promises
5	You are as quick to anger as you are to forgive.	+2 Con, calloused growths and greenish skin
6	Your hair never came in, and you never missed it.	+2 Str, a bald head and a reptilian look



## FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Goblins' Child begins with the following equipment: dagger, peasant's clothing, your favored weapon, leathers (+2 AC), a goblin token, an internal compass pointing the way to Goblin Town, and 4d6 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 warrior-rogue, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a warrior-rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 5.
9. Your hit points are 10 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d10

**Initiative Bonus:** +2

**Armor:** The Goblins' Child may wear any armor.

**Fortune's Favor:** The Goblin's Child has luck beyond that of other men and receives five Fortune Points instead of the normal three.

**Knacks:** Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

## FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

**Cheat Death:** A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	13	15	14
2	2,000	+1	13	16	13	15	14
3	4,000	+1	13	16	13	15	14
4	8,000	+2	13	16	13	15	14
5	16,000	+3	12	15	11	13	12
6	32,000	+3	12	15	11	13	12
7	64,000	+4	12	15	11	13	12
8	120,000	+5	12	15	11	13	12
9	240,000	+5	11	14	9	11	10
10	360,000	+6	11	14	9	11	10