

We Is Goblins!

A silly RPG by Miguel Poonsawat

The Dark Wizard has been overthrown, evil has been defeated and all across the lands peace now reigns. However, they all forgot about the Goblins!

The Goblin King has gathered his most cowardly, sneaky and pathetic minions to go forth and terrorise the lands of men, elves and dwarfs (and to steal their stuff) so that Goblins will be feared for the first time ever!

You and your fellow dim-witted goblins have been chosen to carry out some of the most dangerous (pointless) missions for the Goblin King! If you succeed you may get some extra crumbs for supper, if you fail, it's to the weasel pit with you!

What You Need:

You will need about a dozen six sided dice in two different colours, a games master (GM), some players, pens, paper and beer. Lots of beer.

Goblins:

Each player creates a Goblin to play as. Don't grow too attached, chances are the little fella probably won't last long.

Know-Wots:

Goblins don't have stats like in other games (they are far too weedy) and instead have a couple of Know-Wots that they have picked up that has helped them survive. The Know-Wots that all Goblins can learn are:

Sneaking (hiding, stealth, stealing etc.)

Run Away! (fleeing, dodging, leaping etc.)

Stab It! (fighting, strength, toughness etc.)

Shoot It! (spiting, shooting, throwing etc.)

Tinker (crafting, fixing, brewing etc.)

Bully (intimidate, command, riding animals etc.)

Listen Up! (spot, listen, smell etc.)

Grovel (pleading for mercy, manipulation etc.)

Wizarding (magic, healing, lore etc.)

All Goblins start with 10 points to invest in Know-Wots. Each point gives 1D6 for rolls using that Know-Wots.

Looks:

Looks are very important in Goblin society. Big Goblins will easily bully others, weedy Goblins will be experts at grovelling for their lives and small Goblins may sneak better.

Each player picks two phrases to describe their Goblin. If the description is somehow relevant to an action that the Goblin is performing then the player gains +1 to their dice rolls (for example a Scary Looking Goblin would gain +1 to his Bully rolls).

Trinkets:

Goblins tend to carry pretty rubbish equipment. Usually some form of rusty blade or blunted spear or a tattered old shield. Trinkets give goblins bonus dice to certain Know-Wots. For example, a sling would give bonus dice to Shoot It! Rolls or a large fancy hat may give a Wizardry bonus.

However because goblin equipment is so crappy, Trinket dice are a different colour. If the dice rolls a

1, the Trinket breaks and gets worse by one dice. This can be repaired with a successful Tinker roll.

All goblins start with 4 dice to make their equipment, being free to spread their dice how they want (they could blow all of it on a really big +4 shield for example, or divide up the dice across a number of items).

Trinkets can be used to represent mounts and pets too.

The Rules:

Whenever a goblin tries to do anything that isn't walking, talking, eating or defecating, they have to roll (goblins find even simple things really hard at times). A goblin rolls 1D6 plus any dice from a relevant Know-Wots. If a die comes up as a 5-6 then it is a success (other creatures pass on a 4-6). The more successes the better!

If a goblin rolls one or more 1s, bad things happen to the goblin regardless if an action was successful or not (the goblin stabs the dwarf but loses his blade for example).

A GM sets a difficulty as a number of successes needed to accomplish a task. For some rolls the number of successes may mean a better result (building a better item with Tinker for example).

Mobbing Up:

Goblins generally work in groups as it's the only way they will ever get anything done. If goblins work together, one goblin performs an action and all other goblins in the party add 1D6 to the attempt.

Bickering:

All Goblins secretly (or not so secretly) want to be in charge. Whenever the Goblins disagree on something like who goes first, who is going to perform an action or who gets the loot etc.

Each Goblin rolls 1D6. Highest roll wins the argument. If two or more Goblins roll a tie they lose a turn as their argument escalates into pushing and shoving.

Goblins can choose not to take part in an argument, in which case they don't roll and must accept whatever the group decides.

Betrayal:

Goblins are not very loyal and are mostly kept in line by fear. Goblins will do almost anything to save their own green hides. At any point when something bad happens to a Goblin, he can choose to have it happen to another Goblin in the party.

The Goblin must single out another Goblin in the group. The two will then roll off with the betraying Goblin gaining +1 if it's the first time he has betrayed that particular Goblin this session (Goblins trust too easily). If the betrayer succeeds the bad stuff happens to the other Goblin.

If the betraying Goblin loses the roll the bad stuff happens to him AND he suffers a point of Hurt (possibly from karma, possibly from Goblin retribution).

Fighting:

Goblins are generally not so good at it but they often have to do it (it is their lot in life to tire the enemy out before the orcs charge).

At the beginning of a fight the GM determines who goes first, the Goblins or their enemies. Unless setting up a sneaky ambush, Goblins always go last. Goblins must bicker amongst themselves as to who goes first amongst the Goblins in a turn. Once all creatures in a fight have acted, the order resets and the Goblins bicker for initiative again.

All Goblins (and their enemies) make an attack roll using Stab It, Shoot It or Wizarding (or any other relevant Know-Wots). The number of successes is how much Hurt an attack inflicts. Goblins will have to make a saving throw (using Stab It, Wizarding or Run Away!). Each success will reduce the damage by 1.

Each Goblin can endure a total of 5 points of Hurt before they die. So be careful!

Most creatures can endure 5 points of Hurt before they die (but pass saves on 4+). Some other creatures may be even tougher however they are likely to paste the poor Goblins.

Pushing It:

All Goblins are weedy, but at times they are capable of great(ish) feats! However such efforts tend to cause problems such as pulled muscles, brain freeze or a Goblin's tiny heart exploding.

A Goblin can choose to suffer a point of Hurt to double his dice for an action.

The Quest!

Before the game the GM rolls to see what quest the Goblin King has sent the Goblins on.

Quest Generator	
1. Kill	4. Defile
2. Steal	5. Burn
3. Eat	6. Spy on
Target People	
1. Rival Goblin	4. Human
2. Dwarf	5. Orc
3. Elf	6. Halfling
Target Asset	
1. Princess	4. Magic Item
2. Treasure	5. Flag
3. Food	6. Livestock
From....	
1. Village	4. Dungeon
2. Castle	5. Temple
3. Wizard tower	6. Caravan

At the end of the game all Goblins gain 1XP for each of the following:

- Surviving
- Carrying out a successful Betrayal
- Not taking any Hurt
- Winning a round of Bickering (only once per session)

Once a Goblin earns 5 XP he can choose to gain a point of Know-Wots, Trinket or another Look. For 10 XP he can gain a point of Hurt.

The Goblin with the least XP at the end of the session gets thrown in the weasel pit by the Goblin King. Everyone else gets extra crumbs! Huzzah!