

NAME Goblin Chieftain RACE Humanoid SIZE 1 HEIGHT 4'3" WEIGHT 80lbs HL 1 EL 0

CON	<u>4</u>	AGI	<u>4</u>	INT	<u>2</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>2</u>
Hit Points	<u>120</u> / <u>120</u>	Initiative	<u>8</u>	C. Mastery	<u>4</u>	Armor	<u>4</u>	SP Armor	<u>4</u>	Song Effect	<u>4</u>
Vitality	<u>240</u> / <u>240</u>	Speed	<u>8</u>	H. Mastery	<u>4</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>4</u>
		RAD	<u>8</u>	SP Mastery	<u>4</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Short Spear

Type: N. Melee Weapon Range: 1 Accuracy: 2/3/4/5/6DMG: 14 Crit DMG: 18 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Bow

Type: R. Melee Weapon Range: 4 Accuracy: 3/4/5/6DMG: 18 Crit DMG: 26 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Fire Pot	Description: Target creature within 5 spaces tests AGI 5	DPD: Burning & 5 SP-DMG
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ Description: _____ DPD: _____ & _____

Name: _____ Description: _____ DPD: _____ & _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: _____

Vulnerabilities: _____

Traits: **Boss**

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

The Goblin Chieftain is just a little better with weapons than your average feral goblin, but that's about all you need to become their leader.

Small tribes are formed by the Goblin Chieftan, and these tribes usually look for trouble. They'll take just about any reason to start a fight.

APPEARANCE

Goblin Chieftains stand out among other goblins, as they wear cheap, colorful jewelry and shoes that make them appear taller than their kin.

As for weapons, the Goblin Chieftain uses a short spear for melee attacks, and a bow for ranged attacks.

COMBAT BEHAVIOR

Fumers are typically fighters in combat. They prefer to attack with their spear most of the time, but are also known to sit behind their tribe and shoot their bows.