

Iridia

role-playing games and miniatures, old and new
by Christian Walker

On Point

From 1997-98 I ran a GURPS campaign that lasted nearly 30 sessions. It was fantasy in essence, but the addition of mecha, time travel, cloning technology and alien invaders from another dimension gave the sessions a pretty weird flavor. Fun, but strange. The goblins in this issue are one of the more tame elements from the game. They were inspired by the goblins from SJG's Fantasy Folk. I tried to convert them to D&D 3.0 a few years back, but they just weren't the same. I think they came out pretty well this time around. Enjoy.

Until next time, Christian

Goblin

gurps 4e

art by david brackney

"There's no glory in slaying goblins."

Bastion, mercenary captain

Goblins are good-natured creatures, with an affinity for nature and a fondness for magic. Always eager to make new friends, they are far better neighbors than their more fearsome cousins, the hobgoblins.

Three to four-feet tall, goblins have long noses, large ears and wide mouths perfect for goofy grins. Their skin color ranges from light to dark green, with rust-colored eyes. Simple homespun garments comprise their attire, with earth tones figuring prominently. Goblins responsible for protecting their clan wear scavenged bits of armor they tailor to suit their frame.

Goblins are timid and only enter combat if they, or their families, are threatened. When attacked, a goblin's first impulse is to flee. In some cases, a few brave souls will employ spears and slings in an attempt to deter pursuers.

Goblins demonstrate a remarkable affinity for agriculture and are able to grow crops in the poorest of soil. They also possess the ability to soothe and domesticate wild beasts. There are many tales of goblins that befriended fierce animals after removing thorns from paws, or after extracting a cracked, or abscessed, fang. As a result, goblin clans will always live with at least one animal companion, such as a bear or wolf.

Due to their small size and rather modest intellect, goblins are awed by magic and physical prowess. If a goblin encounters a band of good-natured adventurers, it might tag along, hoping to witness a display of magic or strength. Goblins will clap wildly if they see a spell cast, even going so far as to tug on their ears and stomp their feet.

Extremely resilient, goblins can be found in almost any climate and terrain. Their preference, however, is for lightly forested, rolling hills. In this type of environment goblins will build small huts, or dig caves, to house their large, extended families. Because of their gregarious nature, goblins are occasionally attracted to human settlements.



Goblins often appear unintelligent, or just plain ridiculous. However, a look into their eyes reveals an intelligence far greater than what they've led others to believe.

On the outskirts of human cities, goblins might band together in a collection of flimsy huts. The goblins make themselves useful to the humans by performing duties that most people find distasteful, tasks like waste disposal and pest control. Goblins have learned to politely ignore derogatory comments such as, "When you've finished removing the trash from the alley, make sure you throw yourself out as well."

In the urban environment goblins excel at stealth and making their way into forbidden places. Any breaking and entering a goblin commits is usually the result of an innate curiosity, or the simple desire to find a warm, cozy place to sleep. In the morning following a particularly cold night, people will be seen ousting goblins from their homes after finding them tucked away in closets, under beds, or curled up in front of hearths. Most folks have learned to take these intrusions in stride; it is generally considered poor form to harm goblin stowaways. When it comes to religion, goblins worship nature spirits.



While goblins never go looking for a fight, they do their best to defend their families and homes.

Goblin (27 points)

SM -1 (3' 6" tall, 50 lbs.);
ST 8 [-20], DX 12 [40], IQ 9 [-20], HT 10;
HP 8, Will 9, Per 11 [10], FP 10;
Basic Lift 12, Damage: Thr 1d-3/Sw 1d-2;
Basic Speed 5.5, Basic Move 5;
Dodge 8, Parry (see attacks) , Block -;
DR 0.

Advantages and Perks

Animal Empathy [5], Flexibility [5], Night Vision 5 [5], Plant Empathy [5], Resistant to Disease (+8 to resist) [5], Talent - Animal Friend 2 [10], Talent - Green Thumb 2 [10].

Disadvantages and Quirks

Curious (9) [-7], Pacifism (self defense only) [-15], Poor [-15], Second Class Citizen (-1 to reaction rolls) [-5], Sense of Duty (animals) [-15], Ugly (-2 to reaction rolls) [-8].

Skills

Animal Handling (select animal type)-11 [2], Brawling-12 [1], Climbing-13 [4], Escape-10 [1], Farming-12 [4], Filch-12 [2], Gardening-12 [2], Melee Weapon (spear)-11 [1], Naturalist-11 [4], Professional Skill (rat catcher)-12 [2], Scrounging-12 [2], Sling-11 [2], Stealth-12 [2], Survival-11 [2], Urban Survival-11 [2], Veterinary-11 [4].

Attacks

Sling-11, 1d-2 pi, Acc 0, Range 48/80, RoF 1, Shots 1(2), Bulk -4;
Spear-11, 1d imp (two hands), Reach 1, 2, Parry 8.

Equipment

Sling (worn as a belt), rat jerky, \$1, lump of cheese.



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