

Bosses only, keep aaht!



1. **Goblin Cave** (*Goblins*)
2. **Forest** (*Big Spiders*)
3. **Big Road** (*Trader Guard*)
4. **Pretty Trees** (*Pollen/Fruit*)
5. **Farmer** (*Shouts/Crossbow*)
6. **Crops** (*Good for hiding*)
7. **Big dog** lives here (*AAAAH!*)
8. **Pub** (*Drunk Humans/Booze*)
9. **River** (*Water*)
10. **Butchers** (*Butchers Boy*)

Spider – Nippy 3, bite causes **Hurt** and **Sick**. Tuff 3, exoskeleton.

Human – Smrt 3, Nippy 3, Tuff 3.
Sword does **Hurt x2**, Crossbow does **Hurt + Broken**.

Dog – Nippy 4, Tuff 4 Smrt 1. Bite does **Hurt x2**

Fruit/Food – No. of Fruits vs Tuff or **Sick**.

Booze – Each serving vs Smrt or **Stunned AND Sick** if difference is 3 or more.

Name: Type:

Attributes:

- Majik =
- Nippy =
- Smrt =
- Tuff =

Skills:

- 1)
- 2)

Pawuz:

Willpower: Big Fear:
Motivation: Vice:

Ruelz:

All rolls are contested – don't roll unless it's against something.

A roll consists of 1d6 for every point of the appropriate Attribute + Skill. Any score of '3' or more is a success. Subtract successes from each party until one has none left. Remaining successes are the effect.

E.g. Farmer shoots Tuff Goblin with Crossbow.

Farmer is Nippy 2 and Crossbow 1 – 3 dice. Goblin is Tuff 3, no skills. Farmer gets 2,3,5. Goblin gets 1,2,3 – Farmer does 1 Hurt to the Goblin.

Effects:

Broken – Reduces Speedy by [Effect].

Hurt – Reduces Tuff by [Effect].

Sick – Reduces Majik by [Effect].

Stunned – Reduces Smrt by [Effect].

Gonna – If an attribute is reduced to 0, you're an ex-Goblin, caught, washed away, unconscious or otherwise removed from play unless saved...

Goblinz:

Kwest 4 Sosijiz

"Rite yoo lot! I'm sick of 'shrooms an' ded stuff! I want sosijiz lyk wot hoomins 'ave, an' yore gunna get 'em for me!"

'Goblinz: Kwest 4 Sosijiz' is a 1-page roleplaying game.

You, the player, are a Goblin, a hangry, desperate Goblin.
Your **Boss** has sent you into the nearby human town to steal some of the fabled '**sausages**' from the butcher. You will have to be careful though, because humans are big, shouty and they don't like Goblins. Not only that, but they have things like guard dogs and meat cleavers.

In this booklet are everything you need to play 'Kwest 4 Sosijiz' except a bunch of six-sided dice.

Making your Goblin

Goblins come in 4 types:

Sneaky: Nippy 2 Smrt 2 Tuff 1

Speedy: Nippy 3 Smrt 1, Tuff 1

Spooky: Majik 1 Smrt 1 Nippy 1, Tuff 1

Strong: Tuff 3, Smrt 1, Nippy 1

Goblins have 4 Attributes as above. You can add a further 2 points after choosing type:

Majik – magical power from the Great Goblin.

Nippy – speed and dexterity.

Smrt – intelligence and low cunning.

Tuff – strength and durability.

Pick two skills (free item with each):

Cheesit – run away! (*Leather Shoes*)

Disgiys – pretend to be something else. (*Wig*)

Qwikhide – avoid notice by hiding. (*Cloak*)

Screamin – shouting and intimidating? (*Big Stick*)

Sneek – creeping along quietly. (*Coloured Mud*)

Stabbit – poking it with sharp stuff. (*Shank*)

Name: Goblin names are usually only three or four letters long and often have a 'k', 'v' or an 'x' in them.

Pawuz!

Each type of Goblin* has a **special power** they can use once per session. Powers should create a dramatically and comedically appropriate success when used.

*Spooky Goblins have 2 Pawuz!

You in't seen me, rite?

Sneaky Goblins who fail to *Sneek* or *Quikhide* can use this power to fog the mind of an onlooker so they don't see them.

Rollon sunshin!

Speedy Goblins who are trapped can use this power to automatically escape being grabbed or blocked.

Edbutt!

Tuff Goblins are so tough they can use their face as a weapon. Edbutt! Automatically *knocks out* one opponent.

Blammo!

Spooky Goblins have one spell in them, a blast of *Majik* that either deals *Majik* damage to one opponent or one damage to [*Majik*] opponents.

'EELER!

Spooky Goblins have another power up their sleeve. They can use *Majik* + *Screamin* to remove **Effects** from other Goblins. 1 point of Effect is removed per success.

Finishing touches

Willpower: Is 2, but can go up temporarily if you beat a Big Fear or a Vice. If you do, recharge your Pawuz!

Motivation: Why are you on this Kwest?

Power – get a promotion?

Trust – the Boss is always right!

Necessity – no food means more hungry.

Fear – Boss might hit me otherwise.

Obligation – many little goblins need food.

Big Fear: What are you scared of? Some suitable examples include:

Water – Can't swim/hate being clean.

Dogs – Just dogs. Gaaah!

Getting stabbed – Hurts. Ow.

Pollen – Gets everywhere. Yuk.

(Or choose another with your Boss!)

Vice: Roll a **random** Vice – a bad habit or thing you desire or do. Roll Willpower vs Willpower (*contest against yourself!*) when given the opportunity to indulge to excess. If first roll wins, then you resist.

- 1) Food – you love to eat!
- 2) Booze – drink up!
- 3) Nicking Stuff – shiny? Yoink.
- 4) Mucky – Wahey! Dirt!
- 5) Cackler – Loud mocking!
- 6) Bully – Is it smaller than me?

