



G°BLIN ASSASSIN

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NAME: "The Trickster"
ARCHETYPE: Assassin
Total L.P. Earned:
Fate Pool: 1

RACE: Goblin
GENDER:
L.P. Left:
Spent Fate:



	Base	Bonus	Final
BODY	5		5
STRENGTH	6		6
QUICKNESS	8		8
INTELLIGENCE	5		5
WILLPOWER	5		5
CHARISMA	3		3
POWER	6		6
REFLEX	6	2	8

Combat Pool 9
Astral Pool 4
Initiative 8 + 2d6
Initiative Dice 2
Init. Penalty -2

Primary Weapon : Retractable Blades
Primary Weapon Damage : 6M
Secondary Weapon : Flintlock Long Barrel
Secondary Weapon Damage : 8S
Ammo Count :

Hide Armor	
ARMOR	
SLASHING	3
CRUSHING	1
ARCANE	2
PIERCING	2

Movement : 8
Run Multiplier : 3

		Damage Meters	
		Physical	Mental
Deadly	10	+4 TN (-4 Init)	+4 TN (-4 Init)
	9		
	8		
Serious	7	+3 TN (-3 Init)	+3 TN (-3 Init)
	6		
	5		
Moderate	4		
	3	+2 TN (-2 Init)	+2 TN (-2 Init)
	2		
Light	1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Stealth	9		Big City Security	5	
Traps	5		Smuggler Havens	5	
Tracking	6		Gang Identification	4	
Innate Weapons (Claws & Teeth)	9		Underworld Politics	4	
Black Powder Weapons	5		Goblin Pulp Pudding Recipes	4	
Athletics	3		Poisonous Plants	3	
Lock Picking	4				

Item	Weight	Cost
Partial Clockwork (Right) Forearm		40
+ QCK 8 / STR 5		15
+ Whip, Retr. (STR+2)L Damage		4
+ Climbing Claws, Retr.		3
+ Blade, Retr. (STR)M		10
+ Lock Pick Finger		7
Partial Clockwork (Left) Forearm		40
+ QCK 8 / STR 5		15
+ Climbing Claws, Retr.		3
+ Blade, Retr. (STR)M		10
+ Clockwork Spyder Hand (Modular)		9
Mechanical Goggles (w/Tinted Lenses)		10
"The Kitchen Sink" Equipment Kit		5
Clockwork Rifle Scope (on Flintlock Long Barrel)		8
100 Bullets (w/Gun Powder)		1

Warrior Techniques	Rank	Cost
Waylay	<i>Passive</i>	0
Sap (Advanced Action)	<i>Attack</i>	0
Hobble (Advanced Action)	<i>Attack</i>	0
Distance Strike (Advanced Action)	<i>Attack</i>	2
Improved Reflexes	<i>R1/Passive</i>	2
Drop Shot (Basic Action)	<i>Attack</i>	1
Shadow Steps	<i>Passive</i>	0.5
Great Leap	<i>R2/Passive</i>	0.5

TRAITS	
<i>Ability: Dark Vision</i>	
<i>Lineage: Shadow Born</i>	
<i>Lifestyle: Back Alley Hovel</i>	

Gold	10
Silver	50
Copper	

Contact #1	Location	Rank	NOTES
Corrupt City Guard	Dagger Falls, Central Valley	1	
Contact #2	Location	Rank	
Corrupt City Inquisitor	Dagger Falls, Central Valley	1	
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

Character Information

Race: Goblin

Goblins long ago accepted their role as second class citizens within the ranks of Orc society. While they do lack the size and stature their orc cousins hold, they are cunning and quick and should never be under-estimated. The goblins found a good thing in the relationship they now hold with the Orc Tribes of *Zethyria*, and protect this relationship at all costs.

Goblins are smaller in size than orcs, built more towards fast movement than feats of raw strength. They are cunning tacticians, more than willing to embrace some of the more underhanded or ruthless of military decisions necessary. Goblins have naturally razor sharp teeth and claws, and have developed to make fierce use of this in their daily existence. While Orcs are carnivores, they do see the benefit of a balanced diet, especially during times of war. Goblins are carnivores of the lowest regard however, often seen resorting to acts of cannibalism on the field of battle.

Physical Description

Goblins are shorter in stature than their Orc tribe-mates. Their bodies are lean and fit, both to compensate for their smaller sizes. Goblins are completely hairless, with leathery green skin and extremely sharp teeth. Their arms are slightly longer in proportions to the rest of their build, and they have slightly pointed slender ears. The teeth and fangs of a Goblin are capable of cutting through even the toughest of ropes and restraints, and can inflict massive damage upon humanoid flesh... if given half the chance. While goblin-kind has no issue with self-differentiation, most other sentient species do consider that all Goblins have extremely similar appearances to each other. This makes for easy confusion between Goblins in social situations, an advantage this crafty race is more than willing to use to their benefit.

One primary mystery still surrounding the Goblin-kind is the fact that there are only males of the species. Never has there been seen or documented a female goblin.

Game Information

Average Height: 1.4 Meters

Average Weight: 52 Kilograms

Skin Coloration: Light to dark green

Stat Bonuses: +1 Strength, +3 Quickness, +1 Intelligence, -2 Charisma

Abilities: Dark vision (Character works with a +1 penalty to all target numbers when in direct sunlight, unless their eyes are protected via goggles etc, but can see in complete darkness.)

Skill Bonuses: +2 to Stealth & Traps, +1 to Tracking, +4 Innate Weapons (Teeth & Claws)

Archetype: Assassin

ASSASSIN

Most renowned among the ranks of the assassins would be the *Gladian Elite* of the *Theran Empire*, ruthless killers trained in targeted assassination through some of the most devious methods possible. There exists outside of *Thera* however, numerous other Assassin academies hidden away in the back alleys and black hallways of cities all across the map.

The Assassin is trained to work as a tool meant entirely for the purpose of killing. They are masters of precision first strikes, employing anything from poison and traps to magic items and even artifacts. Their single goal is the eradication of their chosen target, whether chosen by contract or by choice. Once they affix themselves to a certain goal... little else will deter them from their path.

Techniques

Waylay: Believing that the best defense is a good offense allows Assassins to take maximum advantage of combat surprise through tactical ambush. Any situation that gives the Assassin ambush advantage also grants the Assassin an additional **+1** die for the opening initiative roll. All subsequent initiative rolls employ the Assassin's normal initiative, but the Assassin is allowed to reroll the lowest die and keep the higher value.

Waylay does not grant any initiative benefits when the Assassin is the subject of ambush or surprise attack, nor prevent these situations in any way. These bonuses are granted to the Assassin's party-mates as well, and do stack with the Bard's *Inspirational Chant* ability.

Sap (Attack): An Assassin can turn some part of any weapon into a bludgeoning tool. This allows the Assassin to knock out or otherwise stun opponents with the greatest of efficiency. When Sap is performed from a concealed or stealthy position, the chosen target takes maximum stun damage and is knocked out expediently.

Damage: (Strength + Weapon Skill) M Stun

Ambush Damage: (Strength + Weapon Skill) D Stun

Hobble (Attack): Hobble allows the Assassin to make a standard weapon attack against their chosen target that will, if successful hinder the movement speed of the target opponent.

Damage: (Quickness) L [**Damage does NOT stage up**]

Duration: # of successes on the attack roll in combat turns

Movement: Reduced to 1

Note: This effect can be removed by spending a full turn making a Medicine skill check, with the target number being the 2 plus number of successes made on the initial attack roll.

Action Type: *Advanced Action* (Standard Melee Attack)

Distance Strike

Cost: 2

Reuse Limit: AT WILL

Range: (POWER) meters

A warrior can be trained to funnel mana through a standard melee attack, actually forcing the attack to connect with a target outside of normal melee range. The *Distance Strike* technique grants a warrior this capability, actually being able to strike targets outside of their normal boundaries, up to a maximum range of the warrior's *Power* attribute in meters.

Attacks performed using the *Distance Strike* technique gets treated as though they were ranged attacks instead of melee. The warrior still rolls their relevant weapon skill against a target number of **4**, factoring in any relevant target number modifiers. If the attack lands successfully, the damage is staged up one damage level for every **3** successes rolled instead of the normal **2**.

Distance Strike is still subject to being blocked by intervening objects, as well as visibility modifiers or other such combat conditions.

Improved Reflexes

Cost: 2 (Rank 1), 4 (Rank 2), or 6 (Rank 3)

Each rank taken in *Improved Reflexes* pushes the speed and reaction time of a warrior, increasing their *Reflex* attribute by **+2** for each rank and adding **+1d6** to their *Initiative*.

Drop Shot

Cost: 1

Reuse Limit: AT WILL

Range: (As per weapon)

The Drop Shot is a special attack type that wraps the fired projectile in a concussive shell of mana. Once this round strikes the target its outer shell of mana violently ruptures, dealing concussive stun damage to the target and destroying the projectile in the process.

Drop Shot converts the normal *Physical* damage done by a *Black Powder* weapon directly into *Stun* damage. This means that if a gun is normally listed as doing **6M** damage, Drop Shot has the gun's attack deliver **6M Stun** damage. Any extra successes generated on the attack for a Drop Shot are not used for staging up damage on the Drop Shot, but instead put into increasing the *Knockdown* generated by the attack. *Knockdown* on the Drop shot is equal to half the weapon's *Damage Code*, plus **1** for each success generated on the initial attack.

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Shadow Steps

Cost: 0.5

The warrior has honed their body's movement, allowing for silent steps to be taken while using the *Stealth* skill. This allows the warrior to walk across even the most delicate of surfaces without leaving a single trace of passing. Any persons attempting to use *Tracking* or other methods of visual pursuit work at a **+6** target number modifier.

Great Leap

Cost: 0.25 per rank

Great Leap adds **+1d6** to *Athletics* tests made for the purposes of jumping, for each rank of the ability. *Great Leap* does not modify any other type of *Athletics* tests.

Traits

"Shadow Born" (Spend 2 BP)

Hidden somewhere far back in the family tree of the Shadow-born is a deep dark secret. Swirling shadows now course through their veins, making them something not quite normal.

The Shadow-born is granted **3** bonus dice to their *Stealth* skill due to their shrouded bloodline. This bonus comes at a price however, as their shadowy nature tends to make others distrust them... penalizing them with a **+2** on all *Etiquette* skill target numbers.

Equipment

Clockwork Forearm Accessories

Blade, Retractable (1 Mod-Slot, 10g): *This is a single flat double-edged blade that is usually mounted to extend outwards across the top of the knuckles, deploying and retracting via a trained muscle reflex. The retractable blade can be mounted to extend backward along the forearm as well, projecting out from the wielder's elbow to strike targets behind. The blade measures just over 12 inches in length on average, and is used in fighting similar to a short sword by using the Innate Weapons skill. The blade can be extended or retracted via Free Action during combat. The Innate Weapon skill is used with this item for combat, but it can be used to perform any Sword warrior techniques.*

Damage: (Strength)M

Climbing Claws, Retractable (0.5 Mod-Slots, 3g): *These climbing claws extend from the palms of any mechanical hand, granting +2 dice to all Athletics climbing tests. The bonuses granted from Retractable Climbing Claws do not stack with the similar bonus granted via Retractable Claws.*

Whip, Retractable (2 Mod-Slots, 4g): *A small circular port on the palm of a mechanical hand can be opened up to allow a full length leather whip to spool out. This whip can be quickly deployed via a **Free Action** and quick outward swing of the arm. The spooling mechanism can be just as expediently triggered to retract the whip back into its concealed compartment running along the interior length of the forearm. This weapon can be implemented along with a **Retractable Blade**, but cannot be installed at the same time as a **Concealed Pistol**. The **Innate Weapon** skill is used with this item for combat, but it can be used to perform any **Whip** warrior techniques.*

Damage: (STR+2)L

Lock Picks (1 Mod-Slot, 7g): *This set of mechanical lock picks are concealed in a specially made finger compartment, easily deployed through a sharp twist of the finger. Once extended the lock picks grant a **+2 dice** bonus to any **Lock Pick** skill attempts.*

Clockwork Spyder, Modular Hand Variant (9g, 1 Mod-Slot Available, 1 Tiny Master Gear): *This variant of the normal Clockwork Spyder has been disguised as a clockwork hand and modified with a **Modular Joint Connector** that allows for easy removal and deployment., for discreet advanced scouting or covert observation.*

Bonding Cost: *None*

Mechanical Goggles (5g): *These custom made set of goggles are fitted with a heavy duty leather strap to ensure the best fit for its wearer. Steel plating has been inlaid along the side of the goggles as well as surrounding the eyes, for maximum protection. Additional lenses can be fitted to the goggles to further increase their capabilities. These lenses can then be swapped between through a manual dial mounted on the side of the goggles.*

- **Tinted Lenses (+5g):** *These lenses have been heavily tinted to ensure maximum eye protection from sunlight or other bright light sources. These lenses negate penalties various races may have while in direct sunlight.*

Clockwork Rifle Scope (8g): *Finely crafted gearing as well as precision cut lenses this apparently simple contraption instantly into the rifleman's friend. These creations are highly sought after amongst black-powder weapon users, a fact further enhanced by the manual nature of the adjustments it requires. Grants **-4 TN#** bonus to **Black Powder** weapons (minimum TN# of **2**).*

Bonding Cost: *None*

'The Kitchen Sink'

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- Comfy-Soft Pillow
- "Sleepi-by Bedtime Defender" (Choose 1)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- Arcane Chef™ Insta-Hotplate
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!