

Goblin

Small, Humanoid (Goblinoid), Neutral Evil

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ARMOR CLASS

15

HIT POINTS

7 (2d6)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +6

Senses Darkvision 60 ft.; Passive Perception 9

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Languages Common, Goblin

STR8
-1**DEX**14
+2**CON**10
+0**INT**10
+0**WIS**8
-1**CHA**8
-1

Traits

Nimble Escape. The goblin can take the Disengage or Hide action as a Bonus Action on each of its turns.

Actions

Scimitar. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage.

Shortbow. Ranged Attack Roll: +4, range 80/320 ft. Hit: 5 (1d6 + 2) Piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

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