

Monster

Monster Name: Goblin

Monster Level: 1

XP Reward: 35

GP Reward: 15

Base_stats

Strength: 10

Magic: 1

Vitality: 3

Spirit: 11

Agility: 5

Derived_stats

HP: 100

MP: 6

AP: 20

MAP: 2

SPD: 10

CRIT: 98

ACC: 6

MACC: 5

EVA: 26

RES: 26

STR Dice: 1d8

MAG Dice: 1d8

Max Tech Levels: 1

Powers

Elemental Affinities:

No Elemental Affinities

Monster Powers:

No Monster Powers

Tech Powers:

Goblin Punch

Information

Description:

Goblins are of a dark tan color with greasy gray or red hair, a huge snoz, big pointed ears, and wears dirty attire of a green vest, brown shorts or pants, leather shoes, and a pointed green cloth hat. They are quite ugly, with only a few exception to the species

Combat Tactics:

Goblins attack for two to three turns, then use GOBLIN PUNCH against one chosen foe. They will repeat the process as long as they are able to battle. Once out of MP, They will just normal attack.

Scan Information:

Goblin (Level 1 Humanoid)

100/100 HP, 6/6 MP

No Elemental Affinities

No Status Immunities

No Tech Immunities

Carries Potion

Conceals Potion