The Big Brawl
A Savage Worlds One Sheet for Saga of the Goblin Horde

If You Ain't Cheatin', You Ain't Tryin'

The annual Redfang Brouhaha is right around the corner and the gang has decided to take a crack at using this year’s Fighting Free For All to show their might and, hopefully, recruit new members.

The reigning champ of the all-out melee is one tough lout named Rocky Badblowa. Rocky loves to taunt and tease his foes, challenging them to try and take the huge ring from his nose; however, no one has yet proven themselves able to knock off the champ.

A huge rope necklace strung with the toes of his fallen challengers attest, both visually and aromatically, to his prowess at the brawling event that caps off the Brouhaha and ushers in the Feast of the Shadow Queen.

If at least one of the gang members can take down the champ, they will gain a new ruffian to add to their gang. Failure to take down Rocky will, unfortunately, cost the challenger a toe to add to his necklace.

The Fighting Free For All begins with all challengers – normally about 50 goblins – standing in a huge ring formed by drunk and raucous Brouhaha revelers. As the horn bellows, the fracas begins. It’s anything goes with the only rule being that no rules can ever be made.

Use the rules for Dramatic Tasks from Savage Worlds for 5 rounds. All gang bosses will automatically move on, but have the players describe how their rolls translate into overall

Ringa through his nosey
A necklace made of toesies
Bashes, bashes
We all fall down
success or near-failure. Less than 5 successes in 5 rounds represents barely squeaking by. Five successes means you had a descent showing. Each raise over 5 equals a more impressive display of goblin-bashing fury. Bennies should be awarded to each player for describing their awesome prowess.

This brawl is a no-weapons brawl, so everyone should use their Fighting, unless they can justify their Arcane Backgrounds. Remember, this is at -2.

Each member of the gang gets a +2 when they coordinate dirty tactics on a single foe. And don’t forget your Cooperative Rolls!

**Cheaters Almost Always Prosper**

In the next round, there will be one thug per character that advances, in addition to Rocky.

In this melee, cheating has an added benefit if you can keep from getting caught. To attempt a cheating maneuver, you do a Trick as an Action. If successful, you get to increase your Wild Die to a d8 on your next Trait roll. With a raise, you may add a d8 to your damage roll if the Trait roll was an attack. Failure means your trick was countered or thwarted and you’ll have to use a d4 as your Wild Die on your next Trait roll.

Rocky has a spiked gauntlet named *Adrian* that is permanently attached to his arm. He loves to shout its name.

As there can be only one champ, the bosses are going to have to decide how they’ll settle the Brouhaha when and if Rocky is taken out.

**Goblin Brawler**

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Taunt d6
Pace: 6; Parry: 6; Toughness: 5 (1)
Edges: Brawler, Martial Artist
Gear: Tough hide (+1 Toughness)

**Rocky Badblowwa**

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d6, Taunt d8
Charisma: 0, Pace: 6, Parry: 6, Toughness: 6 (1)
Hindrances: Arrogant, Overconfident, Pungent
Edges: Braggart, Brawler, Bruiser, Hammering Strike, Martial Artist, No Mercy, Trademark Weapon (Adrian)
Gear: Tough hide (+1 Toughness), Spiked Gauntlet (Str+d4)