



KOBOLD

Kobolds are an ancient race which is thought to have come into existence around the same time as Goblins and Halflings. They are small creatures who generally dwell in dark, damp lairs in areas where there are rolling hills and lots of cover. They are excellent miners, though generally they do not engage in deep mining, and are somewhat nomadic, creating settlements in promising areas. They appear somewhat dog-like with scaly skin of dark brown to rusty black. Their eyes are gleaming red and are mostly hairless with small horns protruding from the top of their heads. Kobolds are generally cunning and naturally stealthy. As a very nomadic race there really isn't a Kobold homeland per say, though there is a known concentration of them in the northern portions of East Wood and the state of Morgana. Kobolds are not a war-like race, nor do they have a "nation" thus they played no major role in the Age of Wars

Average Height	3' 3" Male	3'0" Female
Average Weight	55 lbs Male	45lbs Female
Average Physical Maturity	8 years Male	7 years Female
Average Life Expectancy	80 years Male	80 years Female

Racial Modifiers – Dexterity +2, Wisdom +2, Charisma -2

Natural Stat Maximums – includes +/- 2 for sub-ability adjustment and racial purchase options

Strength	(Stamina 20, Muscle 20)	Intelligence	(Reason 20, Knowledge 20)
Dexterity	(Balance 24, Aim 22)	Wisdom	(Intuition 22, Willpower 22)
Constitution	(Health 20, Fitness 20)	Charisma	(Leadership 18, Appearance 18)
Perception	(18)	Luck	(18)

RACIAL ABILITIES/SKILLS

*(70cp to spend on the below abilities, the stock Kobold will have the * abilities at 55cp with 15cp free)*

15cp	+2 to Balance subability	5cp	Lesser Nightvision (60 feet)
15cp	+2 to Fitness subability	*10cp	Nightvision (100 yards)
*15cp	+2 to Intuition subability	15cp	Greater Nightvision (full vision range)
15cp	+2 to Luck ability	*5cp	Keen Hearing (+1/+5%, DM)
5cp	Crossbow Bonus (+1 to hit with crossbows)	5cp	Keen Olfactory (+1/+5%, DM)
*5cp	Knife Bonus (+1 to hit with knives)	5cp	Immunity to Disease
5cp	Empathy: Burrowing Animals (DM)	5cp	Detect Underground Grade/Slope/Depth
5cp	Awareness: Lesser (Surprised 1in 6)	*5cp	Detect Unsafe Underground Condition
10cp	Awareness: Greater (Never Surprised)	*5cp	Small & Nimble AC Bonus: Minor (+2 DEF)
10cp	Bonus Minor Physical Skill Feat	10cp	Small & Nimble AC Bonus: Major (+4 DEF)
20cp	Bonus Major Physical Skill Feat	2cp	Survival: Wilderness
2cp	Modern Language: Black Tongue	2cp	Survival: Urban
*2cp	Modern Language: Uruk: Kusk Dialect	*2cp	Survival: Underdark
2cp	Literacy: Black Tongue	2cp	Climbing Proficiency
2cp	Literacy: Uruk	2cp	Detect Noise Proficiency
*2cp	Alertness Proficiency	4cp	Hide in Shadows Proficiency
2cp	Animal Training: Small Burrowing Mammal	2cp	Light Sleeping Proficiency
4cp	Danger Sense Proficiency	4cp	Move Silently Proficiency
*2cp	Foraging: General	2cp	Begging Proficiency
*2cp	Hiding Proficiency	4cp	Escape Artist Proficiency
2cp	Navigation: Underdark	2cp	Looting Proficiency