



Goblin

Goblins are remotely distant cousins of the Svifneblin, or Deep Gnomes and of Orcs. Known as Pasaj Caine (tunnel dogs) to ancient dwarves and Caienteraas Aueleun (dark runts) to ancient elves, goblins are mostly encountered within their native Underdark. Generally they desire to remain in their dank caves and what others would often consider relatively dismal underground dwellings, yet to them this is their realm of mastery. Goblins are the ultimate survivors, they are durable and able to exist where other races would surely perish. They have arms that stretch down to their knees and skin generally ranging from a medium grays to a dull orange-brown. Their hair color is predominately black, but the occasional dark browns and grays are also seen. Goblin eyes range from yellow and yellow-green to a near red color. Goblins should generally choose Ushak as their free language. During the Age of Wars, the Goblins were well known as raiders who employed hit and run tactics to sack and pillage, often astride their famed Warg mounts.

Average Height	4' 2" Male	3'8" Female
Average Weight	95 lbs Male	75lbs Female
Average Physical Maturity	15 years Male	13 years Female
Average Life Expectancy	120 years Male	125 years Female

Racial Modifiers – Constitution +2, Perception +2, Intelligence -2

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

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

RACIAL ABILITIES/SKILLS

*(70cp to spend on the below abilities, the stock Goblin will have the * abilities at 54cp with 16cp free)*

15cp	+2 to Stamina subability	5cp	Lesser Nightvision (60 feet)
15cp	+2 to Muscle subability	*10cp	Nightvision (100 yards)
*15cp	+2 to Health subability	15cp	Greater Nightvision (full vision range)
15cp	+2 to Fitness subability	10cp	Infrared Vision (50 yards)
15cp	+2 to Willpower subability	*5cp	Inherent Immunity: Cold
*5cp	Knife Bonus (+1 to hit with knives)	10cp	Cold Resistance (+4 sv vs Cold)
5cp	Mace Bonus (+1 to hit with maces/clubs)	*5cp	Immunity to Disease
5cp	Crossbow Bonus (+1 to hit with xbows)	5cp	Keen Olfactory (+1/+5%, DM)
5 cp	Axe Bonus (+1 to hit with axes)	10cp	Fast Healer (x2 Normal Healing)
5cp	Awareness: Lesser (Surprised 1in 6)	5cp	Poison Resist: Minor (+1 sv/4pts CON)
10cp	Detect New/Unusual Construction (5%/lv)	5cp	Know Approximate Depth (10%/level)
2cp	Modern Language: Black Tongue	*5cp	Iron Gut (can eat just about anything)
*2cp	Modern Language: Uruk	*2cp	Foraging: General
2cp	Literacy: Black Tongue	2cp	Alertness Proficiency
2cp	Literacy: Uruk	*2cp	Survival: Underdark
2cp	Move Silently Proficiency	2cp	Ambush Proficiency
*2cp	Navigation: Underdark	2cp	Hide in Shadows Proficiency
2cp	Animal Handling: Warg	*2cp	Lore: Monsters: Underdark
2cp	Animal Training: Warg	2cp	Ambush Proficiency
2cp	Riding: Land Based: Warg	4cp	Endurance Proficiency
*2cp	Hiding Proficiency	*2cp	Light Sleeping Proficiency