



Beggars & Bandíts

Goblin Heroes for the Pathfinder Roleplaying Game

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"Got that right. My clan's been in this damn city since they first laid the bricks, and my great to the tenth power grandma stole that fool mason's tools!"

Most Goblin breeds only come to a man's beltline.

"That's 'cause Mutha made us to be takin' yer coin purses and punchin' ye in yer balls, tall one!"

The race is lightly built, favoring speed and agility over raw strength.

"Damn right. Quick and smart and I'm tellin' you, we Goblins, well most of the humans meet us think the men o' our kind got three legs, if you take my meanin'."

Goblins are known for their -

"Oh just stop it, ye bloody human idiot. Let me tell it, I know it better. We Goblins, we're short and most of us are green, though a few of us, we're grey or blue or pink or purple. Some of us even can pass for stuntie humans or kids, least if we keep our ears tucked down. Freaks, I know. We ain't big, but we're quick of wit and foot. Most of us, we're good fighters when we gotta be, and even better sneaks. Hells, we like sneaking- sneaking around and spying is just about the only game our kits play. Only thing we like better than sneaking is making new goblin babies or at least practicin' hard at it. Me, I'm the epitome of Goblin pretty. Not a single Goblin alive looks as good as me. Got skin as green as a lizard's asshole. Perfect green, I call it. Nice long ears, the girl's love rubbing on them and I love it too, you take my meanin'. Got most of my teeth and not too many scars. I got enough money to dress like a big folk. Got money from some adventures I had, you see. Most of us don't have as much money, so we dress in whatever we can find that fits and we're good at mendin' what's torn. And tearin' up what's mended, but that's neither here nor there."

Personality

"Now the humans say we're dirty minded. Well, they're right. But we got other sides too. Lets see, I really like stealin' almost as much as babymakin'. Not just because I get something new and shiny if'n I steal good, but because me takin' something you was guarding means that you and your big kind can't deny I beat you. I just love out smarting the big folk, and what else...

Oh yeah, we Goblins, we're not really one species, see. Think us like breeds of cats and ratseverything got four legs an' claws and fur, but there's a lot of differences aside from that. We're creatures of our tribes, our family- we'd die for our family and them for us. Not be happy about it, but we'd do it.

Other Goblin families- we'll they're still Goblins even if they be some backward, inbred, dog-ridin', wart-faced, pig-eared, smelly... Wait, wait I forgot what point I was tryin' to make.

Oh yeah, we listen to our Mutha and we never kill other Goblins, ever. Never ever, ever. No matter how small-cocked, hair brained, cowardly, lazy-eyed....

Sorry, talking about other tribes, it gets me spun up.... Those other guys, they're untrustworthy, odious, and prone to doin' naughty things to unsuspectin' farm animals, you see.....'

Alígnment

"Now I don't get why you humans is so hung up with all this law and god and stuff. Us, we got our Mutha, and she loves us no matter what. Every Goblin knows it, 'cause she sings us lullabies when we was babies. So why do yer human gods only love ye when yer doin' what they want?

Most of us don't want to start a fight, but we'll damn sure finish one. And we steal when we gotta, which is most of the time, because life's hard. No sin in that. And lots of us like killin'. We like killin' animals, because that's what they're there for us to make fur coats and stew outta 'em. And we like killin' big folk because that's what they're for. And humans do bleed really pretty, you know, and most of 'em have nice coins in their pockets when they kick off.

So most us Goblins have no interest in being what you human philosophers would call Good or Lawful. Most of us keep to our selves, keep our heads down. I guess you call that bein' Neutral. Though a few us Goblins can be pretty pious. I knew me a Goblin who became a Paladin once. Dragon ate 'im."

Relations

"Got me relations with any big folk woman don't mind takin' a Goblin's silver pieces! Ha! Just my little joke, I know yer talkin' about politics. Thing is, we're every where, but nobody really sees us, takes us seriously. Which is to our advantage, if ye stop to think on it.

We settle down anywhere the big folk don't want to roast us on sight, and a few places they do. We live by stealing, or craft working, or bein' messengers, or cookin' or mercenary work, or growing mushrooms, or... well, we do whatever will bring in silver. Specialization is for the big folk! So we're on speakin' terms with just about everybody: humans, longbeards, those elves, even demons, and I think there's even Goblin shoeshiners up in human Heaven. We don't like Gnomes or Halflings too much. Too small to run from if things go bad, and neither of 'em got real tits like a human girl does. That counts much, you understand. Can't trust a race without tits."

Lands

"Like I said: we're damn near everywhere, but we don't really own much. Me, my tribe is pretty much exactly what a Goblin tribe should be. We live among the big folk, got a three story warren in the leatherworking district. Technically we don't own it, just moved in after the buildin' had been sittin' there awhile, but nobody really cares about that. The humans don't want it, say the building was fallin' down: maybe for them, with their big fat feet on the floor, but we weigh a quarter of what the men do, tops! Plus humans don't like the smell, but loves it we does. Nothin' smells better than dead cows and vinegar. So we moved in, fixed up the place right....even the law don't come there except in numbers, because we've got traps like you wouldn't believe.

That's what a Goblin warren should look like, swear on your mother's fat titties! Don't let none of those rainforest Goblins in their tree huts or those camel-humpin' desert Gobbos tell you no different. We were made for cities, and sewers and tunnels and fortress sneakin'."

Reproduction

"Best thing about a Goblin is hangin' down between his legs. We like makin' babies, you see, and we grow up right fast. A Goblin girl gets pregnant, she slings her litter in about four moons to a buncha wrigglers the size o' yer thumb. We get bigger fast, get smarter too, much faster than those human babies. Our babies crawl by the end of the first day, walk by the end of the first week and start lyin' to big folk after a month. Makin' babies is the Mutha's biggest gift to us. Feels good and keeps our kind alive. Makes her happy too. See, I'm an old man and I'm only about forty human years. If I'm lucky, my youngest and greenest wife will ride me one last time an' than send me back to Mutha before too much longer. And I know we're not the strongest of the races, just the bravest and cleverest, but there's a lot of monsters out there that don't care about bravery or cleverbeing. So each new Goblin, even an ugly one from another tribe, it's another chance for our kind to strike it rich. Another chance to win."

Languages

"We're quick tongued... least that's what yer daughters both told me last night. Ha! Again, my little joke, but all true and anyway, we're good with languages. We got to be as much as our kind travels and trades. Myself, I grew up speaking Goblin and Common, all of us did.

Now there's about a hundred different kinds of Goblin, each tribe speaks its own. We can all talk with one another, but I can tell you exactly what tribe a stranger Goblin come from, just by his accent alone. Big folk got a tin ear for Goblin accents, though, and to them it all sounds the same. Idiots.

The smartest of us usually learn to speak Dwarven, Orc, Undercommon and Giant as Bonus Languages. And oh, that joke about yer daughters.... wasn't one, and I can tell you the same in three different languages, big man."

Names

"My tribe, we got a tradition: whatever the first thing the mother smells after slingin' her litter is what she names all the babies after. Me, I'm Wheat Bread Gushlaradnik. My brothers are Oat Bread, Butter Bread, Elf Bread and Yeast Bread Gushlaradnik. My sisters are Garlicy Bread, Travel Bread and Honey Bread Gushlaradnik. Some of the other tribes, they got other ways of doing things. They're wrong of course. Namin' after smells is really the only logical way to name a baby, ya see? But I know one tribe up on the mountain they use sorta Dragon-soundin' names and don't use surnames 'cause we all children of Mutha. Another tribe I know lives out in the forests, and uses Elven words for their names, they especially like all the different names of blades and swords and like.

Fools, I says. Smell names is just better."

Adventurers

"Me, I left the warren a few years back, holding a torch and readin' a map for a group of big folks wanted to go ruin-crawlin'. A few of the big folks got killed in the process, and I picked up their shoes and their swords because they weren't usin' them any more. I stopped carryin' the torches and started punchin' and knifin' other big folk in a tender place. Turned out, I was good at it. So I kept at it for a few years and I came back to my warren. Now I got four good wives, thirty odd babies and four chambers in the warren that I call mine. My oldest boys fought over my sword until Codfish Oil Gushlaradnik won out and he's carrying it as he has his own adventurers." All The Goblin's Mutha Greater Goddess, Neutral Good

Primary Worshipers: Goblins, some pregnant human peasants, especially those who love in Goblin dominated regions
Portfolio: Goblins, pregnancy, death and rebirth
Domains: Animal, Community, Death, Healing
Favored Weapon: dagger

"Our Mutha is our only Goddess, all we need really. She got pregnant from the World itself. Those tall trees swayin' in the breeze are ticklin' her nethers, and earthquakes are just Mutha and the world having a fine old time at it. We're all Mutha's children, and Mutha loves us just as much as we love our own liters. Good or bad or just mean, all us Goblins say "thank you kindly" to Mutha when we wake up, when we is eating, after we push a hard shite, when we is done rutting, when our women sling their litter safely, when one of our friends dies and goes back to Mutha and a bunch more times besides.

We all know what Mutha looks like. Ain't no secret. She visits us all in our dreams. Sings to us when we're kits, she does and gives us her tit-milk. Mutha is the fattest and prettiest Goblin girl you've ever see. We make statutes of her, and the humans laugh because the statue is all tit, but that's what's important. We Goblins don't like to waste our time on what's not important.

Our Clerics carry a little wood or rock idol that sorta looks like Mutha. Quite a few carry an even simpler idol that just looks like her privates, all swollen up. That's fine too, I don't know why big folk get so up tight about suchlike."



Goblin Racial Traits

Size and Type: Small Humanoid. As small critters, we Goblins get a +1 size bonus to Armor Class an' attack rolls, not to mention a +4 size bonus to Stealth checks. We take a -1 size penalty to Combat Maneuver Bonus as Combat Maneuver Defense Score though.

We got us a base landspeed of 20 ft. Short legs, you see?

Enhanced Senses: Because Mutha loves us so much, we Goblins get *Darkvision* with a 60 ft range.

Ability Score Modifiers: -2 STR, +2 DEX, +2

INT. We Goblins are quicker than a greyhound pissing downhill, but sorry to say we're not as strong as the big folk. Our brains more'n make up for it though.

Animal Tamer (EX): Wolves and Goblins go together almost as good as two Goblins ruttin'. Goblins receive a +2 racial bonus on Handle Animal skill checks and Wild Empathy checks. When dealing with dogs or wolves, this bonus increases to +3.

Defensive Training (EX): We Goblins don't trust reptiles, nor anything else that doesn't have tits. How can somethin' without a tit to suck on know what love is? Us Goblins receive a +4 dodge bonus to Armor Class against creatures with the Dragon type.

Junk Sword (EX): Goblins usually ain't rich, and we got to make do with whatever weapon is handy. Goblins get Catch Off Guard as a racial bonus feat, and don't suffer any penalty for using an improvised melee weapon. Mutha's Only Law (SU): We Goblins can't kill each other easy as you big folk can, because our Mutha loves us better then yer gods love you. Goblins fight among ourselves often, but not to anything worse than a bruise and some scars, no matter what tribes are fightin'.

Anytime one of us Goblins deals damage to another Goblin the injury is always considered *subdual* damage, and the attack rolls is made with no penalty. Goblins can deal direct damage to one another indirectly: if I set a fire, it'll burn other Goblins as easy as it will burn wood or big folks. If I summon up a monster, that monster can kill other Goblins."

Variant Goblin Racial Traits

Like I said before, there's a bunch of different kind of Goblins. Not one of those kind is worth the piss from a greenie's boot, but they're still Mutha's children, so I guess we got to talk about them. If yer game master lets you, you can swap out either the Animal Tamer or Defensive Training racial traits for any one o' the variant racial traits below.

Clobberer (EX): Now a lot of folk in my tribe got this racial trait (grumble) and I hear, just *rumors* mind you, some of the *lesser* tribes also got it. But I got no proof o' that. You inflict +2 points of subdual damage on any Goblin from another tribe with any successful melee attack roll.

Filthy Pages (EX): Goblins make the best wizards anywhere. When coping spells to your personal spellbooks you can make do with inferior inks and parchment and pay only ¹/₂ the usual scribing costs.

Mutha Blessed (SU): You can't die before yer rightful time, and no way will big folk magic kill you before Mutha wants to see you again. You is immune to magical death effects, such as *finger of death*.

Poor Folk's Armor (EX): You know how to get the most outta yer cruddy hand-me-down armor. Anytime you wear leather or studded leather armor

you treat its equipment bonus to Armor Class as bein' +1 better. And yer probably one of those shifty brown goblins from down by the stockyards too. Filthy degenerates....

Swampwater (EX): Yer

from a river tribe of Goblins, ain't you? You're ugly bruise-blue folk but can breath water indefinitely an' can't never drown. You get a +4 racial bonus on Swim checks. Sorry you ain't a greenie, ye swamp-muckin', fishy smellin' foul little....

Tinker (EX): Now this I can kinda respect. You're good with a hammer and saw or needle and thread, or suchlike. You receive a +2 racial bonus on one Craft or Profession skill of choice.

So that's what we Goblins is all about. We steal, and fight and make babies. If you learn one thing, remember that real Goblins should be greenies, though the purples and blues and whatnot are still Mutha's children too, I guess. And remember that yer kidneys and balls is right at my dagger level. So watch careful, and be polite 'round us small folk, less you want to lose some blood.

Now if you'll kindly excuse me, I gotta go visit yer daughters again.....



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