

MINOTAURS, GOBLINS, & CLOCKMEN

Monstrous races can make for very interesting PCs. In many settings, they will struggle to fit in, or be regarded with mistrust or fear. The three races presented here will be unlikely to be invited to the King's Ball, but they can make for great members of adventuring parties.

MINOTAURS

Imposing figures with the head of a bull and the body of a man, minotaurs are powerful, proud creatures.

Typically the size and build of a tall, powerful human, minotaurs are incredible sailors, using their innate navigation prowess to sail the high seas. Minotaur pirates are feared, and Grand Elves traditionally have an enmity with the race, hunting down and bringing such pirates to justice.

Minotaurs are arrogant, certain of their own superiority. However, they are also loyal - a minotaur will never break its word.



Minotaurs are fond of tridents and nets, although many also choose to wield large and powerful axes. A minotaur will traditionally wear a kilt and a breastplate of iron or bronze.

Minotaurs make excellent gladiators, sailors, pirates, and lair guardians (see below).

In sci-fi settings, minotaurs are known as Taurans.

Typical names: Kirgur, Daras, Gunban, Jatus, Balbus, Brutus, Calvus, Decimus, Flavius, Gallus, Jovian, Lucan, Manius, Maximus, Rufus.

Size: Medium; fey

Attributes: STR +2, INT +2, END +1, REP +1

Skill Choices: *navigation, sailing, brawling, axes, polearms, tracking, scent*

Horns. A minotaur has horns which can be used in combat. The minotaur's unarmed (natural) damage increases by +1d6 and becomes piercing damage. Many minotaurs also take the Impale exploit, found in the monster creation



IMPALE

(requires one or more horns; Charge)

An impaling attack is performed with a horn or similar natural weapon. The creature moves its speed in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a Grab, except that it automatically does 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

section of the core rules and reprinted to the right for convenience.

Charge. Minotaurs gain the Charge exploit for free.

Direction sense. A minotaur always knows which direction is which, and how deep it is below ground or how far it is above ground. A minotaur never becomes lost when travelling.

GOBLINS

Goblins are small goblinoids. Nasty, cunning, and scrappy, with poor hygiene, these creatures are looked down upon by most sentient races.

Goblins come from the deep, living underground in dark caverns in large packs. They stand about 3 feet tall, with green skin and scrawny bodies. Their jagged, yellow teeth are suited to tearing meat apart, and their yellow eyes are suited to seeing in the darkness of deep caverns and caves.

In sci-fi settings, goblins are known as Gobbers and replace

knives with *pistols*. Remember that shortswords can be used with the *knives* skill as well as the *swords* skill; the shortsword is a common goblin weapon.

Typical names: Drek, Lump, Snot, Wormy, Grubby, Gobby, Grom, Azog, Bulg, Berk.

Size: Small; fey

Attributes: AGI +2, INT +2

Skill Choices: *thievery, climbing, stealth, survival, mining, running, knives*

Pack attack. Goblins work best in groups, using numbers to compensate for their small size. Goblins gain +1d6 to attack a target for every ally also adjacent to the target.

Darksight. Goblins can see in darkness as though it were normal light. They are vulnerable to bright light, however, and lose their Natural Cunning ability in direct sunlight, and cannot shake off the effects of the Blindness status track if it is caused by bright light (note that temporary conditions automatically end after 5 minutes).

Natural cunning. Although not known for their intellect, goblins do possess a natural instinct. They gain +1d6 to INITIATIVE checks when not in direct sunlight.

Scavengers. Goblins can use any organic material as food, no matter how strange or rotten, and as such are immune to ingested poisons.

Clockman

These sentient clockwork people tick quietly, an unnerving noise which can be heard by those who stand close to them.

GOBLIN SCRAPPER [1d6 years]

Goblins are known for sneaky tactics. This reputation mainly comes from scrappers, the members of a goblin pack who leave the home caverns to scavenge and steal from travellers. Often roaming in small bands of a dozen or so, these scrapper groups will roam the landscape, raiding camps at night.

Prerequisites: Goblin.

Attributes: AGI +1, END +1, INT +1, LUC +1

Skill Choices: *knives, thievery, stealth, climbing, running, appraisal*

Two-hands! The goblin scrapper is able to dual-wield small-sized weapons as though he has the ambidexterity trait.

Death from on High. A goblin scrapper can drop down on a target from a position at least 5' higher than it. This knocks the target prone on a successful attack and does an extra +1d6 claw damage.

Between the Legs. A goblin scrapper can freely move through the squares of large-sized or larger creatures which have two or more legs.

Snatch. Using a melee attack, a goblin scrapper can steal a small-sized or smaller item from an adjacent target, even in combat.

Made completely of clockwork, their bodies are filled with cogs and gears, and they move with a certain stiffness, their faces stuck in a single expression.

A technically proficient scavenger race, clockmen have the unnerving ability to use their surroundings to repair themselves. Damage a clockman, and it might pick up a nearby knife or fork, spare part, or random trinket and use it to replace a damaged component. They can even use organic components,

meaning that many of them look particularly gruesome.

Clockmen need order and routine; they despise chaos and disorder. In a hierarchy, they need to know the exact structure and their place within it, and will not deviate from that chain, for good or ill. Even simply entering an untidy room will distress a clockman, who will likely be tiding it up immediately. If they find broken objects, they feel the need to repair them. For obvious reasons, this also makes clockmen excellent doctors.

Clockmen can be found in both fantasy and science fiction settings. In sci-fi

settings they gain *computers* as a skill choice.

Size: Medium; automaton

Attributes: STR +1, LOG +2, WIL +2

Skill Choices: *engineering, astronomy, law, history, medicine*

Clockwork. As clockwork automatons, clockmen do not need to eat or breathe. They do, however, need to sleep, in a fashion, as their gears wind down. Like other automatons they are vulnerable (1d6) to electricity and in sci-fi settings (2d6) to ion damage. They are immune to attacks which use MENTAL DEFENSE. Like most automatons, clockmen cannot have a LUC score (or PSI or MAG).

Repair. Once per day clockmen can repair themselves in a patchwork fashion to the amount half their normal maximum HEALTH by spending two actions and resources from their environment.

Wind-up. Clockmen can spend two actions winding themselves up. For the next minute, they move at a faster speed (making a rapid clockwork ticking noise while they do so), gaining an extra action each turn, but at the end of the minute they wind down and cannot act or move for one hour.

Internal Clock. Clockmen track the passage of time accurately, to the very second.



They always know exactly what time it is, and how long has passed since a prior event.

	Young	Adult	Old
Clockman	-	-	-
Goblin	0-30	31-80	81+
Minotaur	0-18	19-60	60+

equipment

Clockmen have access to specialized equipment.

Needle. For 250gc, a clockman can buy a special needle which can be affixed to a finger. It can retract or extend at-will, and is used to deliver a poison.

The clockman makes a normal unarmed attack. If it hits, the needle does the clockman's natural damage, but that damage is poison damage. The needle is thin enough that it can easily slip through the chinks in armor, which means it ignores SOAK.

However, whenever the needle successfully hits a foe, there is a 1-in-6 chance that it will break, doing no damage. A broken needle needs to be completely replaced.

Needle, ranged. For 1,000gc, the clockman's needle can be a ranged attack. This is similar to the regular needle, but includes a small cartridge holding six needles (they only cost 1gc each to replace, and the cartridge takes one minute to reload). The ranged version does not bypass SOAK.

LAIR GUARDIAN [1d6 years]

Creatures like minotaurs have legends about them which involve guarding mazes or labyrinths. Sometimes these myths are true.

Prerequisites: None.

Attributes: END +1, INT +1, WIL +1, REP +1

Skill Choices: *stealth, tracking, perception, navigation*

Many victims. Would-be explorers and adventurers have entered the tomb or labyrinth you are tasked to guard, and all have fallen before you. Each time, you gain one new item, taken from the body of your victim. Roll 2d6 and multiply it by 100. This is the value of the item you obtain. Then roll 1d6 to determine what type of item it is; you gain one single item of that type up to the value you rolled.

You may take this exploit multiple times, gaining a new item each time. If you roll Money, you get that amount of money in raw currency (coins, gems, etc.)

1. Melee weapon.
2. Ranged weapon.
3. Armor.
4. Shield.
5. General gear.
6. Money.

Weapon	Cost	Wgt	Range
Needle	500	-	-
Needle, ranged	1,000	0.5lb	3