

Goblin Bloodline

Look and feel

Goblins in Ascendancy are collectors, commonly they are collectors of people's names, they believe names hold power; they also may collect junk and anything.

They are also very easily influenced and led, they tend to follow the strongest among them, sometimes like lemmings over a cliff, they very susceptible to command magic and the strong willed.

They will eat anything, but don't get upset stomachs; they have a fondness for the disgusting, gooey and smelly.

Other than that they have nimble fingers, they don't mind a fight but are not especially good at it, they quite enjoy magic but that's not their thing, what they love most is making things, anything from a pretty bracelet to a cannon that fires backwards, if it works that's good, but like Formori they don't mind if it blows up so long as the goblin next to them got splatted not them.

When playing a goblin as well as a green on all exposed skins, you should always be looking up to the non goblin your talking to, don't break your back doing so, but this will give you the right posture.

Minimum physrep for goblins is green on all exposed skin areas and a hood or sock hat or perhaps other hat unless your bald to cover your hair, enhancements should be large pointy ears, very stubby nose or the exact opposite a long pointy nose.

History

The home of Goblins is currently unknown; they are mainly lonely wanderers in ones and twos.

Do not mistake Ascendancy Goblins for Warhammer goblins, they are not daft or dumb, most are quite serious, which sometimes makes them appear daft when they follow orders to the letter, although if you want to play their slightly silly side we won't stop you.

Goblins Heritage

Talents: Sharpshooter, Machine Empathy, Vigour, Goblin Nature. (Players who play goblins must take level 1 Goblin nature)

Flaw: Goblins can never take the talent Mind Blank, but otherwise may follow any vocation they choose. (Note if you choose a Vocation with talent Mind blank the talent is lost for good, you don't get anything to replace it)

Talent: Goblin Nature

Level 1

Hereditary Memory - Your race has a long term memory that is passed on at birth, you can remember the odd ancient event related to your tribes past. Refs will advise should things become relevant.

Fearless 1 - Goblin are too slow to sometime understand they should be run, they may ignore 1st level fear effect as if they had mind blank, this does not stop other mental effects/commands effecting them.

Accumulator - You have a minor collection of something relatively easy to acquire that as a physical representation such as spoons, teeth, recipes for soup, you will pay over the odds for rare examples of these to add to your collection.

Level 2

Pictographic Memory - You can remember in perfect detail a scene you saw, once per day you may ask a ref to remind you have specific detail of something you were part of within the last few days.

Fearless 2 - Goblin are too slow to sometime understand they should be run, they may ignore 2nd level fear effect as if they had mind blank, this does not stop other mental effects/commands

Stasher - You have minor collection of something relatively easy to acquire that as a physical representation such as pebbles, hats, signatures of people called Andy you will pay double or more for rare examples these to add to your collection.

Maker - You can learn any level 1 craft skill given a bit of training. Note the character must have already learned any pre-requisite skills required for this craft skill. This ability will not take them past level 1, they must buy further levels using karma, and they also cannot learn more than one skill or skill level per event they play using goblin nature.

Level 3

Perfect Memory - You can remember any the name of any person, place or object you have ever come across and to represent you may ask a ref to remind you, providing they can remember. You can do this once per day.

Fearless 3 - Goblin are too slow to sometime understand they should be run, they may ignore 3rd level fear effect as if they had mind blank, this does not stop other mental effects/commands

Collector - Your minor collection is now very important you will pay anything, beg, steal or borrow (permanently) for rare examples of these to add to your collection

Mechanic - You can learn any level 1 technology skill given a bit of training. Note the character must have already learned any pre-requisite skills required for this technology skill. This ability will not take them past level 1, they must buy further levels using karma, and they also cannot learn more than one skill or skill level per event they play using goblin nature.

Level 4

Reprographic Memory - You can faithfully recall the content of any book or written document you have read, even if you don't understand it; however you do need to be able to read the book or writing to remember it. To remember the book document you must spend time reading it at least 20-30 seconds per page.

Fearless 4 - Goblin are too slow to sometime understand they should be run, they may ignore 4th level fear effect as if they had mind blank, this does not stop other mental effects/commands

Hoarder - Your first collection knows no limits you will pay anything, beg, steal or borrow (permanently) for any and all examples of these to add to your collection your will acquire thousands of spoons needing a special cave or warehouse just to keep them.

Creator - You can learn any level 2 craft skill given a bit of training providing you have level 1 in the skill. Note the character must have already learned any pre-requisite skills required for this craft skill. This ability will not take them past level 2, they must buy further levels using karma, and they also cannot learn more than one skill or skill level per event they play using goblin nature.

Level 5

Photographic Memory - You can perfectly reproduce anything you have seen written, picture, group of items, you don't have to be able read the writing understand the language or know the items you can reproduce what you saw so others can copy. To remember the item you must spend time studying it at least 20-30 seconds per item/page/picture.

Fearless 5 - Goblin are too slow to sometime understand they should be run, they may ignore 5th level fear effect as if they had mind blank, this does not stop other mental effects/commands

Magpie - You start a new collection at the drop of the item, something catches your eye that you haven't seen before, or for some reason you have 2 of something, this means your collection is started; lots of goblins find themselves collecting socks for this very reason.

Engineer - You can learn any level 2 technology skills given a bit of training providing you have level 1 in the skill. Note the character must have already learned any pre-requisite skills required for this technology skill. This ability will not take them past level 2, they must buy further levels using karma, and they also cannot learn more than one skill or skill level per event they play using goblin nature.