

Half-Goblinoid Race

Exceedingly rare in the world because of the circumstances surrounding their birth, half-goblins are the offspring of one of the goblin races and another humanoid, usually humans. They are often shunned by society, and harbor resentment to either lineage depending on the race of their dominant parent. These brings rarely survive their first year, cast away by parents who fear or resent their existence, or killed by others on the community. For those who survive, their hardships can intensify, as their appearance alone is enough to warrant mistrust, if not open hostility. They are eternal outsiders, even among other half-races, and never left alone with an unsecured purse.

Natural Outsider

- *Not a single half-goblin has grown up without prejudice. Because of this, many hate the works they grew up in, and often have a strong desire to prove wrong those who hate them. They are natural adventurers, but will never be the first to be selected from a group of volunteers.*

Reciprocal Hatred

- *Depending on where the half-goblin grows up, they will either hate their goblin kin or their common kin. This is because of the violent way they often come into the world, and everyone knows that a half-goblin is born of conflict. However, their parents' presence in their lives may help temper the hatred. But it never truly leaves, and this leads to incredibly stained relations with almost every other race.*

Half-Goblin Names

- *Half goblins will be named according to the traditions of the culture they are raised in, if they are named at all. More often than not, a half-goblin will take on a name later in life after surviving being abandoned in the wild, if they are not given one in the first place.*

Racial Traits:

Monstrous lineage:

- *Your Constitution score increases by 1.*

Age:

- *Half-goblins are caught in limbo between their common and goblin ancestry, and thus age far faster than others of their common kin. A half-goblin reaches adulthood by the age of 13, with a lifespan about half of their common parent. Hobgoblin half-goblins mature the same as their common parent.*

Alignment:

- *Half-goblins are chaotic by nature, due to the circumstances of their birth, and will gravitate toward good or evil depending on which society raises them. However, they will always harbor a hate towards that society due to their ostracism.*

Size:

- *Half-goblins are shorter than their common parent, usually reaching a maximum of 5 feet. However, half-goblins from hobgoblin lineage measure the same as their common parent. Their size class is Medium.*

Darkvision:

- *You have darkvision up to 60 feet thanks to your goblin heritage.*

Trilingual:

- *You know common, Goblin and one language of your choice.*

Naturally skilled:

- *Your common lineage gives you a natural advantage to certain tasks. Choose any one skill to be proficient in.*

Subraces

Half-Goblin

Ability Score Increase:

- *Your Dexterity Score increases by 1.*

Lightfoot:

- *Thanks to your smaller ancestors, your feet are able to walk across surfaces soundly. You gain advantage on stealth checks to be heard.*

Half-Hobgoblin

Ability Score Increase:

- *Your Intelligence score increases by 1.*

Weapons training:

- *You born with the knowledge of weapons, being mentally attuned to them. You gain proficiency in the whip, the longsword and light armor.*

Martial Advantage:

- *Thanks to the strength of the hobgoblin before you, you've learned how to be able to hit an opponent's weak spot with allies nearby. If an ally is within 5 feet of the enemy, and isn't incapacitated, the attack deals 1d6 damage.*