CHAOS TRIBE CHARACTERS

The Chaos tribes are the chaotic antitheses of the 5 kindreds used for most player characters. The stats for these races are given here, mostly for use by the Judge for enemies, but occasionally henchmen of these races may appear and under some circumstances the Judge may allow them for player characters. PC's and henchmen of these races will begin having learned Common Tongue as well.

Goblins

Classes Permitted: JS, JD, JT, JL, JA, JB, CW, CP, MP
Stats: +1 Dex, -1 Str, -1 Con, -1 Cha, -3 Int Size: S
Abilities: Night Vision, Cave Vision, May ride wolves
Disadvantage: Sunlight Sensitive (-1), -3" movement in no armor, leather or chain. Cannot use large weapons. May not ride horses, ponies, mules, oxen.
Languages: Goblin [plus Common for PC's]

Half-Orcs:

Classes Permitted: CP, CW, FW, FR, JA, JB JD, JL, JS, JTh,
Stats: +1 Con, -1 Int, -1 Cha Size: M
Abilities: Cave Vision, +2 save vs Poison and Disease
Disadvantage: -2 on all reaction rolls by 5 kindreds; Dogs react with hostility
Languages: Common, Orc

Hobgoblins

Classes Permitted: FW, FR, JA, JB, JD, JS, JTh, ,MS, MN
Stats: +1 Dex, -1 Cha Size: M
Abilities: Cave Vision
Disadvantage: May not ride horses, ponies, mules, oxen.
Languages: Goblin [plus Common for PC's]

Hoborgs

Classes Permitted: CP, FW, JA, JD, JE, JS, JTh, MS,
Stats: +1 Dex, -1 Wis, -3 Cha Size: M
Abilities: Cave Vision, +2 save vs Magic
Disadvantage: -2 on all reaction rolls (They suck). may not ride horses, ponies, mules, oxen.. Must be a multi-class character.
Languages: Orc, Goblin, [plus Common for PC's]

Orcs

Classes Permitted: FW, JD, CP, MP, JA, JB
Stats: +2 Con, -2 Int, -2 Cha Size: M
Abilities: Cave Vision, Night Vision, +4 save vs Poison and Disease
Disadvantage: Sun Sensitive -1, may not ride horses, ponies, mules, oxen.
Languages: Orc [plus Common for PC's]