



HOBLING RACE PACKAGE

deroTM
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Contents

Introduction.....	4
History of Race - Creation Myth.....	4
Racial, Cultural and Social Structure	5
Racial Language.....	6
Ceremony.....	7
Time of the Oak.....	7
Artifacts and Relics.....	7
Oak Tree.....	7
Book of Fables.....	8
Homeland.....	8
Social Structure and Laws.....	9
Community Structure.....	9
Life cycle / Family.....	10
Children and the Family Unit.....	10
Racial Nobility and Ranks.....	11
Council of the Shire.....	11
Master Crafters.....	11
Organizations Specific to this Race.....	12
Tobacconist's League.....	12
The Brewer's Guild.....	12
The Travelling Herbalists.....	12
Racial Conventions & Beliefs.....	12
Names & Lineage; Language of Names.....	12
Death.....	13
Necromancy.....	14
Seasonal Holidays and Festivals.....	14
Brewfesteig (Three Nights of Brewing).....	14
Winter's Lament.....	14
Mid-April's Smile.....	15
A Long Night's Tale.....	15
The Mid-Summer Pie Festival.....	15

Sweet Treat Sunday.....	15
Noteworthy Hobblings	16
Niles “Lefty” Billicutt.....	16
Lord Predicam Tootmarl.....	16
Venovich the Mad	16
Sage Higin Amery	17
Racial Laws and Values.....	17
Opinions on Other Races.....	17
Barbarians.....	17
Biata.....	17
Drae	17
Dwarves.....	18
Elves.....	18
Gypsies	18
Ogrim.....	18
Half-Orcs.....	18
Humans.....	19
Mystic Wood Elves	19
Sarr	19
Scavengers.....	19
Xantusa.....	19
Earth Guild.....	19
Celestial Guild For Hobblings who have the aptitude, the Celestial guild is a good way to go. Most Hobblings have a good understanding of bureaucracy and structured organizations, so a guild is a sensible choice, and something that Hobblings can understand. As more Hobblings tend towards celestial magics, the guild is an eventuality and a necessity.	20
Kingdom.....	20
Fae	20
Portraying the Race – Roleplay Tips	20

Introduction

Of all the civilized sentient races of Haylem, the Hobblings number the fewest. They are a diminutive folk, quick of hand, which easily learn the skills of stealth. Most prefer a life of comfort and stability to that of uncertainty and adventure. The majority of Hobblings who show a talent for spell casting choose to study Earth Magic as Healers, as it tends to be a safer and more practical role, with less chance of blowing yourself up. Some of the most popular Bards in the Kingdom are Hobblings. While a great many Hobblings favour cities, where they are keepers of inns and taverns, or in business as independent traders, a number of them are farmers and agriculturalists who stay near the Shires. Hobblings tend to be quick-witted and cheerful, and make good storytellers, using their charisma to their advantage. They do not always confine their "stories" to the inns and taverns, however, which can frequently cause them trouble with the law. Hobblings are best known throughout the Kingdom for their love of food, and their love of life. Hobblings all have bushy eyebrows and sideburns (yes, the women too!). The In-Game language for Hobblings is Swedish and they may live up to approximately 200 years of age, maturing by age 20.

History of Race - Creation Myth

The truth about the origin of the Hobbling people is long lost in the mists of time. Some tell tales of the Hobblings being freed from a collapsed burrow by Giants, others tell of how they are descendants of Dwarves, who realized that there were more important things in life than wealth and war, opting for fresh air and good food instead. Whatever their origin, Hobblings often have fun with their stories, as evidenced in their myths and fables. One of these fables tells tale of the origin of the Hobbling people, although it's told more for the amusement than as a historical record.

Once, all of Tyrra was ruled by a group of Giants, led by a King as tall as a mountain and just as dense. One evening, the Giants were making such a terrible ruckus that a small creature living under the ground came out to see what the fuss was. None of the Giants noticed him as he crept around their camp, so big were they and so small was he. Being a little bit chilly living under the ground, he helped himself to some of their fire. Being a little bit thirsty, he helped himself to some of their ale. Being a little bit hungry, he helped himself to some of their bread. And being *just* a little bit curious, he couldn't resist climbing up the Giant King's sleeve to get a closer look at the glossy brown buttons on his coat.

Well, the creature wasn't so small the Giant King didn't see him peering at his buttons. The Giant King let out a great roar and leapt to his feet. Fearing he would fall to his death, the creature grabbed hold of one of the buttons. It snapped loose, and went flying straight between the eyes of a different Giant. No one else having seen the creature, they thought they were being attacked, and in the confusion they beat each other senseless, until every one of them was lying on the ground, snoring away. The creature helped himself to the shiny button, which was in fact a giant acorn, and planted it in the ground beside his home. Then he invited all his friends over to share in his fire, his beer, and his bread, and there, under the oak and surrounded by hills that grew over the sleeping giants, the Hobblings made the first Shire.

Racial, Cultural and Social Structure

Hobblings believe very much that any experience can be learned from, and that pretty much any situation has a bright side. This upbeat attitude has carried these people through many a dark time in their history. Hobblings who do not share this attitude are often very lonely indeed, as other Hobblings will not make them very welcome in their Shires.

During the first Necromancer War, the Hobbling people suffered horribly. Not suited to harsh military life, they were often refugees from the combats, and could rarely find shelter or haven. Nor could they defend themselves very well against the undead and humanoid hordes of the fell Sherikan Army. They fled further and further south, until they could not run any further for they had reached the sea. Looking back they realized their pursuers had not kept up with

them and this new land was comfortable enough for a new home. Thus the Hobblings came to Taleria and have stayed ever since.

Because of this history, few Hobbling healers ever cast Necromancy. Not only does it seem insulting to their races' past suffering, it is contradictory to their racial 'happy' outlook on life. Though more than a few healers are curious about the Dark Arts, few succumb to this path. At least once in recent memory a Shire had to face a necromantic horror from their own people, though the story of Venovich and the Tilly-Shire is not one many Hobblings who lived through it will gladly tell.

During the more recent struggles of the Barbarian Wars and the civil strife over the Ducal seat in Taleria, the Hobblings were again caught in the midst of other peoples' waging war. Though they tried to remain as neutral as possible, more than a few Shires were looted and burned by Baronial troops or marauders in the confusion of war. There was little respite for the Hobblings, as the Barbarian Wars soon led into the Second Necromancer War and the Kingdom as a whole suffered. Even now, years after the battle for Thrush Peake, there are many who still are lost among the remnants of war. Only now are they beginning to pick up the pieces.

One custom that is common to all Hobblings stems from their history of avoiding danger. While all the peoples of Haylem follow the Laws of Hospitality, Hobblings take them especially to heart. Any Hobbling traveler may expect welcome and a home for as long as they need with any other Hobbling. There is a mutual respect among those far from home, and only the most twisted of Hobbling scoundrels would break this unwritten pact. If such a person is found out and caught, the common punishment is to shave the Hobbling bald and send them on their way, after which someone will create a story about someone inept and ugly using the scoundrels name as the character, and will be forever shunned by other Hobblings as untrustworthy.

Racial Language

The Hobbling racial language is Swedish, although this is rarely used today. Only the most 'scholarly' (or traditional) of Hobblings even have knowledge of their ancestral language. Their habit of settling areas near and working with the other Races of Man have resulted in an almost

total use of the Common Tongue. Some common terms have survived, and are still used in some Shires, or during formal events.

HELLO = “hej”

GOODBYE = “adjo”

WINE = “rensktvin”

TO YOUR HEALTH = “skaal”

BREWMASTER = “vinmastare”

SAFE PLACE = “helgedom”

HOME = “hemat”

Ceremony

Time of the Oak

At some point during their youth, usually between their 16th and 20th years, every Hobling youth will come into their Time of the Oak. This is a traditional ceremony, where an elder within the family gives an item made out of Oak to the youth, to symbolize their advancement into the life of an adult. These items can range from a walking stick, to a pipe, to a rolling pin. Each is unique and is usually carved, or created by the prominent family member chosen to determine when the youth is truly a member of society. The object is intended to reflect the individual's personality, and represent the strength and unity of the Hobling people.

Artifacts and Relics

Oak Tree

The Oak is an important symbol to the Hobling people, who admire its strength and endurance as it rises from the tiniest of acorns. Traditionally the Hobling people plant an Oak beside the grave markers of their dead. Every household has many items made of oak, and the acorn has become an enduring symbol of Hobling culture. From items like beads, to chairs, to staves, Oak

is the preferred wood for many craftsmen. Some of the finest wines are aged in Oak barrels and as a token of remembrance items are often hung or tied to the largest Oak in town.

Book of Fables

A traditional book of stories that most Hobblings have a copy of, or have heard during their childhood. It contains many allegorical tales including the following: The Tale of the Copper Pot, Eat the Bread Too!, and Stuck on a Goose. Finding the original book would be a great achievement for a Hobbling explorer or archaeologist.

Homeland

Hobblings are found in all of the major cities and towns all over Haylem, most commonly in some form of professional trade such as a merchant, brewmaster and so on. Not a few of them can be found traveling with merchant caravans or mercenary groups (most commonly as a cook or expert 'scout') as their curiosity about other lands and people leads them ever onwards to new 'adventures', though they tend to shun any place where there is real danger of being harmed. Individual families or lone Hobblings are often found owning or working in taverns and inns all over Haylem, where their jovial nature and service skills are always welcome. More than a few Hobblings also make their living as pickpockets and thieves in the largest cities, where their nimble nature works to their advantage.

The bulk of Hobblings can be found in the lands of Taleria, where they are often found in Shires - communities of almost exclusively Hobblings, Tilly-Shire being the largest and oldest of these. Shires are usually agriculturally based (often orchards or vineyards) and have few fortified structures. Hobblings tend to live in comfortable cottages or large burrows that look like comfortable cottages on the inside. They live peacefully with just about everybody, and most other creatures will leave a Shire alone, if for no other reason than expert trap-makers tend to protect other Hobblings with their creations. Only a few Shires have been set up outside of Taleria, and these are in the more established, and patrolled agricultural areas of Cambria. There were several Shires in Ontarius that were lost with the fall of the Duchy. The Hobbling people account for a mere 2% of the total population of Haylem.

Social Structure and Laws

Community Structure

Shires do not have nobles or a strict structure; everybody knows everyone else as neighbours, and a council of elders or wealthy members of the community loosely lead the Shire. They almost always rely on local communities for protection and readily swear fealty to local lords; this tendency to believe the best of others sometimes works against a Shire when the local lord is a tyrant. As a whole, the Hobling people are sworn to the Kingdom, and gladly work to support Haylem through their agricultural skills in exchange for the protection of the King from external threats.

Shires are most commonly founded by particularly adventurous and wealthy Hobblings who stake their homes in a new territory after overcoming whatever local troubles there may have been. The oldest of modern Shires are barely 800 years old; it took a long time after the first Necromantic Wars for the Hobblings to feel safe enough to establish permanent communities. Before this time, they survived on the fringes of larger communities or as workers for others.

Though curious by nature, most Hobblings do not desire the life of an adventurer due to the high risk factor involved, but the prestige and coin that can be attained is a factor that most cannot discount. Although adventuring makes great stories, it is not the life of comfort and simple pleasures that most Hobblings would prefer. Many Hobbling mothers warn, "Great wealth can be accumulated by other means than death and fighting. Trading or farming can be just as exciting and rewarding as any adventure!" Nevertheless, more and more young Hobblings are taking up their belongings and setting out on the road for high adventure.

Any Hobbling who is a recognized master of a craft (especially tailors, brew masters and vintners) is treated with very high respect within a Shire, and are often invited to be a part of the council. Hobblings likewise admire and respect members of other races who are masters of anything. They tend not to be too impressed by warrior braggarts but find their lifestyle fascinating because they have never experienced it (nor would most want to). Anyone who has

achieved prestige and recognition in their craft are generally respected by Hoblings, as they know the value of hard work and the value of high quality workmanship.

Stories are told by the cook-fires to pass the time at night, and a great oral tradition exists amongst the Hobling people. Anyone who has actually been somewhere exotic (and by Hobling standards that could mean almost anywhere not commonly visited by Hoblings) often gathers a crowd when they return to their Shire, and they are not allowed to rest until they have shared at least one story of their travels. A Hobling who is known for doing brave things that put him in danger will be admired for his/her courage but will not be invited into polite society. On the same note a Hobling who makes calculated risks to accomplish brave things would be admired and invited to the best parties. Caution and foresight are highly valued among the Hobling people.

Life cycle / Family

Children and the Family Unit

Hoblings consider the family unit of paramount importance. Families tend to be small but very extended with lots of relatives in the same home. Sometimes Hoblings marry outside their race; the child is almost always of the non-Hoblings' race and the birth of a child is still rare. The birth of a child is cause for celebration and is usually a large event where all Hoblings and non-Hoblings alike are invited to witness the naming of the child. When a Hobling has a child, either the mother or the father will take a leave of absence from their trade to pursue raising the child until they have matured. Schooling is done from home for the most part, usually focusing on practical knowledge like Hobling history and accounting; reading and writing is taught but not focused upon because of the Hobling preference of keeping oral records instead. As well during these years of growth the child will be introduced to many different trades so that they can make the decision of what trade they wish to pursue based on experience. When a young Hobling comes of age there is a party where the newly matured Hobling announces to his/her Shire what trade they will be taking on and publicly asks the most accomplished person in the Shire of that trade to take them on as an apprentice. Occasionally there are Hoblings of such renown and skill that newly matured Hoblings will travel to a

different Shire to seek to be one of the few apprentices to these “Grandmaster” tradesmen. It is usually a source of considerable parental dismay when a young Hobling announces to the assembled community that their trade is going to be “Adventurer.”

Marriage amongst the Hobblings is usually a once in a lifetime event, as Hobblings prefer a life of stability and comfort, and look at marriage as a vessel for creating a home with a lifelong partner. The marriage itself is traditionally a simple ceremony, accompanied by a great feast and celebration of life for the whole community.

Racial Nobility and Ranks

Council of the Shire

The Council of the Shire is not a group of nobility in the strictest sense, but more of an advisory council that is respected and revered by the people due to their experience and common sense, not through any hereditary titles. They will offer guidance to any Hobling on any matter brought before them. They tend to deal as representatives of the Hobbling community on matters of Kingdom politics speaking on behalf of the Hobblings for their Shire. Council members typically buy their way onto council through “contributions” to the shire and the existing council members.

Master Crafters

Hobblings tend to find something they enjoy as a trade and stick to it for many years. This tends to create a number of highly specialized individuals in various crafts and trades, with the most skilled being known in their communities as Master Crafters. Masters often take on a number of apprentices as part of the integration of young Hobblings into society as productive members of a trade. In Hobbling society, someone can become a Master of any field, from Alchemy to Zoology, to Button Collecting. (The mechanic for becoming known as a Grandmaster is that you have 20 level of production or Craftsman <Other> plus be known for your craft) That being said, Grandmaster Button Collectors don't get many apprentices.

Organizations Specific to this Race

Tobacconist's League

An organization dedicated to the refinement and growth of the newest and finest of tobacco, cloves and other imbibed herbs. The League grades, rates and controls the pricing of tobacco, incense and other herbs grown within the Shires. The League is recognized by all aficionados as the foremost authority on the quality of such herbs.

The Brewer's Guild

The Brewer's Guild is similar in function and status to the Tobacconist's League, but deals exclusively in Wines, Ales and other Spirits. While not all vineyards are exclusively Hobling in their ownership, most recognize the refined tastes of the Hobblings in all things food and wine related, and will defer to this Hobbling organization for grading and evaluation of such products.

The Travelling Herbalists

Founded by Sage Basil Elderflower, the Travelling Herbalists are what amount to an adventurer/explorer's society dedicated to searching out and discovering new spices, herbs and delicacies for the betterment of the culinary arts. Annual meetings are held, where new discoveries are presented for the first time.

Racial Conventions & Beliefs

Names & Lineage; Language of Names

Traditionally, Hobbling names are reflective of their family, their community and of nature, but nearly all Hobblings have at least one nickname that they prefer to go by for their more casual acquaintances. The most common Hobbling will answer to several names, but officially they have just two names, which they reserve for only the most formal of occasions and introductions. These are the given name and the family name. The given name can be anything and is

determined by the parents at birth. Traditionally there has been a trend towards naming Hobling children with more 'natural' and 'floral' names, but in recent times, particularly since the Barbarian Wars, there have been an increase in what many call 'Human names' in the Hobling community. Genealogists believe this to be a trend caused by the hard times brought on by the war, and the suffering of the Hobling people. With a more chaotic lifestyle the tradition of the more pastoral names seems to have diminished somewhat, and more Hobblings are naming their offspring after dear friends, local heroes and even after famous nobles who have done great things for the Hobling people. These days it is just as likely to name a young Hobling Melody, Jasmine or Hyacinth, as it is to name them Sigmund, Jean-Geurre or Eloise. Family names however have not changed in a great many years. There are currently a finite number of Hobling family names, mainly due to the small population of Hobblings within the Kingdom. Family names are hereditary although in rare cases, a Hobling does something of such great importance that they establish their own lineage.

Despite these formal names, the average Hobling can have many names, and often chooses to go by something that has significance to them as an individual, or something that reflects their personality.

Death

Hobblings view death as a natural progression of life and a return to Tyrra. At the same time, it is an occasion of mourning for all of the community because of the close knit nature of the Hobling people and the loss it represents. Because of their small population, whenever one is lost to unnatural causes it is a time of mourning to all Hobblings, particularly in their local community. If a Hobling dies of natural causes, while there is a time of mourning, it is generally shorter and less of a blow to the community. Most often Hobblings tend to hold a sombre feast in honour of the fallen member of the community, gathering all Hobblings in the area to draw upon each other for strength and support in their time of mourning. As for the dead themselves, they are buried near the edge of the community, where the grave is marked with a small menhir. (A menhir is an upright standing stone. Their size can vary considerably; but their shape is generally uneven and squared, often tapering towards the top. Traditionally Hobling menhirs are about one foot

in height.) Beside the menhir an oak tree is planted, both to represent the return to the earth of the fallen member of the community, but also to help with the decomposition of the body and make an a pact with Tyrra that the body should not be raised through the negative energies of Chaos.

Necromancy

Necromancy is always a touchy subject amongst the Hobling people, due to the history of suffering under its bane. As a whole, Hobblings believe that necromancy is a corruption of life and a disruption of all that is good and natural. Necromancy has caused nothing but trouble for the Hobling people, and what Hobling would want to be reanimated after death? Food, feeling and warmth are important to a Hobling, and Necromancy denies all of those things.

Seasonal Holidays and Festivals

Brewfesteig (Three Nights of Brewing)

All Shires and taverns where Hobblings reside celebrate this festival. It takes place in the autumn, as close to the end of the local harvest as possible. This is when the local Hobling brewers and vintners spend three days and nights feasting and drinking to celebrate another year's harvest. This is supposed to be when the freshly harvested crops start to be turned into wines, ales and beers, but often the real work does not start until a few days after this festival. Non-Hobblings who live nearby are also invited to this festival, and much trade goes on during its excesses.

Winter's Lament

This is the counterpart to Brewfesteig in the early spring, when winter breaks its hold on the land and the previous fall's wines and ales start to become drinkable. Unlike Brewfesteig, this festival is only one day and one night, and non-Hobblings are rarely invited. Many tales and stories are heard at these festivals, and both mark times when families and neighbors get together to celebrate life and happy times.

Mid-April's Smile

This is a festival to commemorate Justik Packard. On the 14th of April 573 Justik decided to get even with the local goblins that had been harassing his home Shire so he snuck into the lair of the goblins and stole the crown of the goblin king. Upon returning to his home he realized what a powerful stench the crown bore so he put it back. So on this day Hobblings begin playing tricks on each other (and any other races that may be around) until someone does a trick of such greatness it is doubtful it will be surpassed that day. Then the festivities begin and go on for 2 days from that point.

A Long Night's Tale

On this holiday Hobblings travel from all over to Tilly Shire to either listen to or participate in the telling of stories from dusk until dawn on the longest night of the year. To be asked to share a story here is one of the highest honours that a Hobbling can ever receive from his people.

The Mid-Summer Pie Festival

Fairly recent to the Thrush Peake area is the Mid-Summer Pie Festival. Hobblings and Non-Hobblings alike share their culinary expertise and revel in the wonderful bounty of the season with the best pies that the area can offer. Traditionally prizes and respect are awarded to the best of the entries.

Sweet Treat Sunday

On the 2nd Sunday of February, Hobbling boys bake something sweet and give it to a lucky young Hobbling they fancy.

Many more festivals exist in Hobbling culture, averaging out to at least one every 3 or 4 weeks. Some are just for specific Shires while others are celebrated by the race as a whole.

Noteworthy Hoblings

Niles “Lefty” Billicutt

The ‘Master Thief of Alconus’ was a notorious thorn in the sides of the authorities in the capital of Ontarius for over a decade. His exploits of derring-do against the overly wealthy (as he is credited to calling his victims) in that city made him a folk-hero. He is never known to have shed life-blood (that is killed anyone), and he always left one of his signature hats (a simple cap with three red feathers in its brim) at every ‘sting’. The authorities never knew exactly what he looked like, though many young Hobling women claim to have been his darling. Since the fall of Ontarius there has been no sign of Niles Billicutt, nor have there been any of his signature hats left about at the homes of the ‘overly wealthy’. Authorities and historians are split over whether Billicutt survived the evacuation of Ontarius and is in retirement, or if he, as so many others, perished in the Black Wastes.

Lord Predicam Tootmarl

Seneschal of the city of Arcole in Taleria, he has been dutifully serving his human Baron and his Shire (Twilbury-By-The-River) for over a decade now. He staunchly used his authority to make sure his people were not hounded during the civil war in Taleria, and is credited with saving many Hobling lives with his level headed approach to things.

Venovich the Mad

He was one of the greatest healers the Hobling people have had come along in recent memory until he found out his wife had run off with a Wanderer. He then proceeded to blame his shire for not stopping her then decided to go on a rampage yelling and screaming and picking fights. When he was restrained, he used his magic to free himself and cast Chaos to escape. Nine people were killed in the process of apprehending him. Of those 9 people, 2 were healed in time, 4 resurrected and 3 met final death. He was sentenced to death. No one knows for certain if he resurrected or not but rumor has it he is still trying to find his wife and the man she ran off with, and has a tendency to kill other Hoblings when he gets the chance.

Sage Higin Amery

The renowned scholar and archeologist from Tilly Shire has climbed the ranks of the Celestial tower and become a well-known scholar in most fields. His knowledge is great and his influence greater. He has even counseled the King on certain matters. All Hobling scholars look to Higin as an example of what they as a race are capable of.

Racial Laws and Values

Hobblings are firm believers in the value of community and family and thoroughly disapprove of crime and violence within the community. Malicious theft at any time is generally frowned upon, but if a naive traveller doesn't know the value of prime piece of merchandise, there is no harm in striking a deal that is to your own advantage. As a race, Hobblings tend to believe in the following: Good food, good friends, good home, good times.

Opinions on Other Races

Barbarians

Uncivilized, violent and honestly, a bit scary. Just give them their space and leave them be.

Biata

Calculated and cunning, they can barter with the best of them. While they can appreciate some of the finer things in life, they tend to miss the simple things. Also, they get their 'feathers ruffled' too easily.

Drae

Watch your actions and words around these folk; they lack a sense of humour. One slip and you may have to fight for your honour. They tend to see things in 'black and white'...

Dwarves

These guys will give you a run for the money when bartering. They can also tell stories, drink and feast with the best of them, but before you ask to hear a story make sure you have plenty of time to hear it all because they won't cut it 'short', and it is insulting to leave half way through!

Elves

These guys you have to judge based on the individual. Some have no emotions. Some have plenty. Some are high and mighty. Some are just good fun. Treat each one like an individual and you'll be ok. They all got their good points, just for some, their best 'points' are on their ears...

Gypsies

Probably the most fun to spend time with socially out of all the Races of Man. They know a good wine, can sing a good song, and tell a good story as well. Just be careful if they try to sell you something that 'fell off a wagon'...

Ogrim

Fight-fight-fight that's all they do. Good thing they prefer to be alone as opposed to traveling in groups or they could really make a mess. They aren't too bright either so, if there is something they have, that you want, don't let your fingers wander; just trade them for a 'magic rock' or something instead.

Half-Orcs

I would say just like Ogrim, but it's not quite so. Not really the best company, but useful in a pinch. These guys usually travel in groups - they're really loyal to each other - and some can cook, just don't ask what you're eating. We prefer to live close enough that they can come help us but far enough away that they don't visit.

Humans

Not a lot to say about them. They come in every shape and colour and practice every trade. They are in a lot of powerful noble positions so they always make good allies. They understand hospitality too.

Mystic Wood Elves

I like them a lot. They make good stuff and don't know the value of money. Fun to celebrate with, but never hire one. Cheap wages, but they tend to shun responsibility at inopportune times.

Sarr

We can understand the curiosity thing and respect strong females and family groups. All in all we can get along, but they see a lot of things in different ways. As a general rule though, the fangs and claws, make me a little wary of them...

Scavengers

Usually outcast and solitary. Some are quite social and can be a lot of fun, and on occasion, even smart. Don't judge them until you have gotten to know them.

Xantusa

Most were people once, so they tend to carry the personality of their former life. That being said, they seem jaded by their experiences and more interested in exploring the primitive aspects of their 'culture' than living in civilized society. I'll take fine food and a good fire over life in a swamp any day. To each their own I guess.

Earth Guild

The Earth Guild has always been a friend to Hobblings. Anyone who cracks down on and eliminates Necromancers is OK in my book. Some Hobblings show their appreciation of the services rendered by the Guild by providing 'resurrection pie' to the local Guildhouses. Nothing says comfort and 'you're still alive' than hot fresh pie!

Celestial Guild

For Hobblings who have the aptitude, the Celestial guild is a good way to go. Most Hobblings have a good understanding of bureaucracy and structured organizations, so a guild is a sensible choice, and something that Hobblings can understand. As more Hobblings tend towards celestial magics, the guild is an eventuality and a necessity.

Kingdom

The King and the Kingdom have been a dutiful protector of the Hobbling people, and as such, Hobblings are proud, willing members of the Kingdom.

Fae

Are the Fae benevolent, or treacherous? Who can say? All I know is that I'm wary of anyone who is from another plane, and can't enjoy the simple things in life; like pie. That being said, the fables of old tell of many great beings who helped heroes of the past. They might have been Fae too...

Portraying the Race – Roleplay Tips

Players portraying a Hobbling are recommended to:

- Seek alternatives to combat.
- Consider speaking in a squeaky/high pitched voice.
- Respect and follow the rules of hospitality.
- Seek comfort whenever possible (bear in mind a Hobbling will tolerate uncomfortable and rough conditions for a time if it will ensure comfort later on).
- Bend the truth when it will make a story more interesting.
- Role-play constant curiosity.
- Seek amusement whenever possible (amusement can come in many forms including telling stories about the past when times were rough).

Players of Hobblings must wear prosthetic bushy sideburns and eyebrows at all times. If ever removed In-Game they 're-grow' as quickly as it takes to re-apply them Out-Of-Game.

Clothing tends to be well-made and suitable for work as well as play because one never does know when they may need to do either. Hobling adventurers seldom wear Armour. When they do it should be light and not cumbersome. Pouches are commonplace because you can never have too many places to store your (or someone else's) possessions.

Remember to keep in mind while role-playing that you wish to find alternatives to combat (hiding behind the terrain is acceptable and remember the other players count as terrain), and be curious (if someone has something you're curious about it you may need to take it for a while to examine it). This does not make Hobblings 'cowards' or 'thieves' per se, simply that they see no point in being harmed or letting things go un-utilized. There are no limits to what you can do as a Hobling provided you be creative.