



Raker

This small goblinoid creature has long claws instead of fingers. They have larger than normal goblinoid heads with long, jagged teeth and dark purple skin. Their bodies have numerous, sometimes sharp bony protrusions, making it hard for them to wear normal armor.

Small Humanoid (Goblinoid)
Hit Dice: 1d8+2 (6 hp)
Initiative: +2 (Dex)
Speed: 20 ft
AC: 14 (+1 size, +2 Dex, +1 Natural)
Attacks: 2 claws +2 melee, bite +0 melee or by weapon
Damage: Claw 1d3-1, bite 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Thrash
Special Defenses: Spiked Skin
Special Qualities: Darkvision 60 ft
Saves: Fort +4, Ref +2, Will +0

Abilities: Str 9, Dex 15, Con 15, Int 9, Wis 11, Cha 7
Skills: Hide +8, Listen +1, Move Silently +7, Spot +1
Feats: Weapon Finesse (Claw)
Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 2nd-3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with gnasher mounts), or tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 gnasher mounts)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Rakers speak Goblin. Those with 3 or more HD also speak rough Common.

Combat

Rakers favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Thrash (Ex): As a full round action, a raker may thrash, rending and tearing flesh in a chaotic flailing of limbs. Thrashing allows a raker to make twice his normal number of claw attacks this round but all attacks suffer a -4 penalty to hit. Thrashing also grants the raker a +2 deflection bonus to AC for the remainder of the round. Rakers may not thrash while mounted.

Spiked Skin (Ex): The raker's spiked skin is treated as armor spikes. Armor spikes deal 1d6 points of piercing damage (x2 critical) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case. Rakers with 3 HD or more are considered proficient in Spiked Armor as a weapon.

Because of their spiked skin, rakers must have special modifications made to any armor they wear. These modifications increase the price of the armor by 1/2.

Raker Characters

A raker's favored class is barbarian. Raker clerics generally choose two of the following domains: Chaos, Evil, Destruction, Strength. Most Raker spellcasters, however, are adepts. Raker adepts favor spells that do damage.



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