

GORON



Death Mountain is the volcano from which the first Gorons sprung. They are rock-based people, obsessed with fire and tending to the Goron's "special crop", which are the explosive bomb flowers. While there are as many males as there are females, most people can't tell the difference except for the facial hair. In truth, the society views all as equals, or rather, that gender is mostly irrelevant.

Gorons view family as very important, and oaths of brotherhood and loyalty are not taken lightly. But for the most part, the Gorons are a very upbeat, chaotic bunch. They love song and dance, and a good party. They can be a bit irresponsible at times, but when an oath is threatened, or friends are in danger, the offender had better watch out, because an angry Goron can crush most people with his bare hands!

The Gorons favor tan and red colors for what little clothing they wear, which is mostly ornamental. They are intrinsically connected to the element of Fire. Gorons gain a +2 bonus to Strength, +1 Constitution, and -2 Intelligence. They are also natural smiths, and gain a natural point in Craft. Because of their natural strength and

might, they get the Rock Punch ability for free.

Goron-only Special Abilities

Rock Punch

The Goron's deal massive damage with their bare hands. Non-Gorons attempting to deal damage unarmed deal -5 damage. Gorons, on the other hand, deal +5 damage.

Rock Hide

Gorons are a tough breed, but some are tougher than most. Gorons with this ability can ignore the first point of damage from all attacks, except for ice- and cold-based attack.

Rock and Roll

The Goron may curl into a ball, and set off rolling under his own power. Any hit by a Goron while rolling (which takes a normal attack roll) takes +10 damage. Be careful, though, because anyone within melee range of the target takes $\frac{1}{2}$ the damage dealt to the target. Also, if the Goron misses with this attack, he may, randomly hit someone else in melee range of the target instead. This attack requires an action to roll into a ball, and may then make as many attacks as needed. It costs no action to unroll.

Rock Stomp

Gorons use this ability to get an extra advantage over their foes in combat. By stomping on the solid ground, anyone within about 15 feet will be knocked to the ground, stunned for one action. This ability can only be used on firm, solid ground.