

Norker



Norkers are small but resilient humanoids related to goblins and hobgoblins. Despite their small stature, they are extremely hardy thanks to the bony exoskeletons that protect their muscular frames.

A norker stands about three feet tall, with skin that ranges from reddish brown to dark gray. Their most prominent feature is the natural armor that covers their bodies. Their eyes are yellow, and they have three-inch-long upper canine teeth which they can inflict vicious bites. Norkers eschew clothing besides a simple loincloth and fight with either stone clubs or their bare fists.

Might makes right in norker society, though a leader's influence extends only as far as her reach. Different tribes frequently engage in guerrilla warfare against each other, taking fangs as trophies, but norker chieftains keep their tribes out of outright civil war. Norkers are too lazy to build their own settlements and either occupy ruins or conquer human villages, sometimes building a crude wall surrounded by a ditch to keep out intruders. Hobgoblins value norkers' durability and sometimes bully or bribe them into cooperation, outfitting them with scale mail and shields and employing them as shock troops.

Norkers have an affinity for stone, and each tribe has at least one cleric, druid, oracle, or shaman devoted to the powers of elemental earth. Norkers' own legends claim that they were once hobgoblins who strayed onto the Plane of Earth and were found by the elemental lord Ayrzul, the Fossilized King. Ayrzul was impressed with the hobgoblins' courage and infused them with the power of stone, making them smaller, denser, and harder, then returned them to Golarion to show their might. Norkers hold fossils of all kinds as sacred relics of their elemental patron.

NORKER

CR: 1

XP: 400

Norker [brawler](#) 1

CE Small humanoid (goblinoid)

Init: +2; **Senses:** Darkvision 60 ft.; Perception +5

AC: 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp: 11 (1 HD)

Fort +5, **Ref** +4, **Will** +1

Speed: 30 ft.

Melee: Unarmed strike +4 (1d4+2), bite +0 (1d4+1)

Ranged: Javelin +3 (1d4+2/20)

Special Attacks: Brawler's flexibility (3/day)

Combat Gear: 5 javelins

Str 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 8

Base Atk: +1; **CMB:** +2; **CMD:** 14

Feats: Improved Unarmed Strike^B, Power Attack

Skills: Climb +6, Perception +5, Stealth +9; **Racial Modifiers:** +4 Stealth

Languages: Common, Goblin

SQ: Martial training

Environment: Any temperate or warm land or underground

Organization: Gang (4-9) or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level)

Treasure: NPC gear

NORKER CHARACTERS (20 RP)

A norker's CR is equal to its class level.

+2 Constitution, +2 Dexterity, -2 Charisma (1 RP)

Small (0 RP): Norkers are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed (0 RP): Norkers have a base speed of 30 feet.

Darkvision (2 RP): Norkers can see in the dark up to 60 feet.

Bite (2 RP): Norkers have a bite attack that deals 1d4 damage plus their Strength bonus.

Earth Affinity (1 RP): Norkers are treated as 1 level higher when casting spells with the earth descriptor or using powers of the Earth domain, bloodline powers of the earth elemental bloodline, and revelations of the oracle's stone mystery. This trait does not give norkers early access to level-based powers; it only affects powers they could already use without this trait.

Sneaky (6 RP): Norkers receive a +4 racial bonus on Stealth checks. Stealth is always a class skill for norkers.

Thick Hide (8 RP): Norkers receive a +5 natural armor bonus.

Languages (0 RP): Norkers begin play speaking Common and Goblin. Norkers with high Intelligence scores can choose from the following: Draconic, Giant, Gnoll, Orc, and Terran.

This is apparently Fiend Folio week here at the Creature Chronicle.