

GOLIATH

Unbefitting of their massive and hard outer appearance, goliaths are an inquisitive species that value understanding of the world around them as highly as they value martial prowess. Not being an inherently war oriented culture, they still uphold an old and strict fighting discipline. Their race stems from an ancient offshoot of stone giant blood mingling with smaller humanoid beings and thus, goliaths have a rich mythology concerning their origins. These stories are passed down orally and each member of a given tribe would have heard them repeatedly throughout their youth and into their adulthood. In fact, goliaths keep no written language and pass down information only through legend and poem. Thus, goliaths never learn to read or write as a part of their upbringing. This orientation towards tradition and tribalism has led goliaths to be rather cold towards members of their tribes that decide to leave or strike out on their own; leaving a number of goliaths ostracized and socially unwelcomed after their departure.

GOLIATH RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Dexterity: Goliaths are incredibly muscular, but their bulkiness sometimes inhibits their ability to be nimble.

Medium: Goliaths are medium creatures and have no bonuses or penalties due to their size. However, see the *powerful build* ability description for more details.

Fast Speed: Goliaths have a base speed of 40 feet.

Giantkin: Goliaths are distant relative of giants and therefore possess the Giant subtype.

Powerful Build: The physical stature of a goliath lets him function in many ways as if he were one size category larger. A goliath may wield weapons sized for a creature one size category larger than him, though they still incur the standard penalty for inappropriately sized weapons (-2). However, his space and reach remain those of a creature of his actual size. This also grants him a +1 size bonus to both his CMB and CMD.

Darkvision: Goliaths are distant descendants of giants and still retain a few of their inherent traits. Thus, goliaths can see in the dark up to 60 feet.

Weapon Familiarity: Goliaths are proficient with earth breakers, and boomerangs.

Languages: Goliaths begin play speaking Common, and Giant. Goliaths with high Intelligence scores can choose from the following: Cyclops, Dwarven, Goblin, Orc, Terran, and Undercommon. Because of their oral culture, goliaths start play as illiterate. For goliaths living outside of their tribe, a player may put one rank into Linguistics to gain literacy.

Physical Description: A typical goliath is larger than the largest half-orc. Most stand between 7 and 8 feet tall and weigh between 350 and 450 pounds. Unlike with most other races, there is no appreciable difference in height or weight between male and female goliaths. Goliaths have gray skin, mottled with dark and light patches that goliath shamans say hint at a particular goliath's fate. Lithoderms—coin-sized bone-and-skin growths as hard as pebbles—speckle their arms, shoulders, and torso. Their skulls have a jutting eyebrow ridge, wide jaw, and occasional lithoderms as well. Female goliaths have dark hair on their heads, grown to great length and always kept braided. Male goliaths generally have hair only on their limbs. Goliaths' eyes are a brilliant blue or green, and they often seem to glow a little from underneath their furrowed brows. Because their skin mottling has cultural significance, goliaths generally dress as lightly as possible, displaying their skin patterns for all to see. For the same reason, few goliaths would willingly get a tattoo—to draw on one's skin. Goliaths instead decorate themselves with jewelry, often sporting ear, nose, or brow rings. A goliath's lithoderms are also common places to embed a gem or two, since they have few nerve endings and stand out on the goliath's body already.

Society: Between forty and sixty goliaths—three to five extended families—comprise a typical tribe. Most goliaths stay members of the same tribe for life. Tribes that grow too large and unwieldy sometimes split into two or three smaller tribes, and tribes that fall on hard times and become too small to survive on their own might merge with more stable tribes. However, such changes are rare; the lorekeepers of most goliath tribes can trace their tribal history back a dozen generations or more. Most goliaths identify far more strongly with their tribe than they do with their family. Family members generally share a sleeping tent and regard each other as particularly close companions, but the bonds between them aren't as strong as they would be in a typical human society. The tribe as a whole raises its young, so children don't form strong parental bonds. Marriages and remarriages are frequent among goliaths, so families tend to be rather fluid.

Relations: When encountered in the mountains, goliaths are outwardly friendly to anyone who doesn't threaten the tribe and can keep up with them as they climb from peak to peak. Humans who brave the mountains—rangers and druids, most often—can often earn a tasty meal by helping a team of goliath hunters. Goliaths hold dwarves in particularly high regard, wishing their tribes had the dwarven aptitude for weapon crafting. Some of the bravest goliaths climb down into the tunnels and natural caverns under a mountain, seeking a dwarf community to trade with. The smaller-than-human races are regarded as curiosities, but many a nimble-climbing gnome or halfling has earned respect by beating a goliath in a race up a cliff. Goliaths view the extended life span of an elf as vaguely frightening, finding it hard to imagine a person who could have known one's great-great grandfather. A goliath tribe's attitude toward any nearby giants varies widely. Some tribes eagerly trade with giants; the giants' weapons aren't up to dwarven standards, but they are made in larger sizes (which goliaths greatly prefer). However, giants have a bad habit of trying to turn goliaths into their slaves, using them for menial tasks they're too big or too lazy to do themselves. Conflict inevitably ensues, and soon either the giants are dead, the goliaths have fled, or the goliaths are chained up as slaves to a giant-lord. Goliaths tend to hold goblinoids and orcs (including halforks) at arm's length, noting that the "downlanders" they trade with regard such races as troublemakers. But because goblinoids rarely stray into the high mountains, they are usually someone else's trouble, so goliaths don't bear them any actual malice.

Alignment and Religion: Goliaths have a slight tendency toward chaotic alignments, which is reflected in their wanderlust and the small, mobile communities in which they live. Still, each goliath tribe has one or more adjudicators that settle disputes within the clan, and such goliaths are generally lawful. Goliaths have a slight preference for good over evil, since among the high mountain peaks, survival becomes much easier when one aids a fellow goliath without insisting on recompense.

Due to their tribal structure and rich hunting culture, many goliaths worship Erastil, the god of the hunt and family. There are also many more battle-bread goliaths who send their praises to Gorum, the patron of battle and strength. Goliath tribes aren't generally known to have any formal form of religious practice. One's beliefs and disciplines are more of a family, or sometimes individual matter.

Adventures: Goliaths who sneak off on adventures might face shunning from a disapproving tribe when they return. Rebellious young goliaths often learn the traits of self-sufficiency and independence—useful in a future career as an adventurer—when they spend a lot of time being shunned for minor infractions. Being exiled from the tribe is both the worst punishment an adjudicator can mete out, and the ultimate fate of all goliaths who don't die in battle or mishap. Exiles get a new honorific from the chieftain reflecting their changed status; then they pack their personal items into a backpack, say goodbye to friends and family, and walk away from the tribe, never to return. If a goliath is exiled due to age or debilitating injury, the lamenter performs a lament as the exile leaves. However, if exile is a punishment handed down by an adjudicator, no lament is performed, and the exiled goliath is shunned until he walks away.

Names: Every goliath has two names: a birth name assigned by the newborn's mother and father, and a sort of nickname or title also known as an honorific. The birth name

tends to be short—often only a syllable or two. The honorific isn't a traditional name so much as it is a descriptive phrase, often a two-part sobriquet. Goliaths who have been exiled from their tribe generally carry an honorific that reflects their status, such as "Solitary" or "Kinless." Some specific roles within the tribe, such as lorekeeper or shaman, have honorifics attached to them as well. When introducing themselves for the first time, goliaths always use the first name and honorific, translating the honorific into the listener's language if possible. Thereafter, they refer to themselves and each other by the honorific alone. Goliaths traveling among other races sometimes assign honorifics to their comrades rather than use their given names.

Male Names: Aukan, Eglath, Gauthak, Iiikan, Keothi, Lo-Kag, Maveith, Meavoi, Thotham, Vimak, Kevdak, Shamgar

Female Names: Gae-Al, Kuori, Manneo, Nalla, Orilo, Paavu, Pethani, Thalai, Uthal, Vaunea.

Honorifics: Bearkiller, Dawncaller, Fearless, Flintfinder, Horncarver, Keeneye, Lonehunter, Longleaper, Rootsmasher, Strongjaw, Skywatcher, Steadyhand, Threaddwister, Twice-Orphaned, Twistedlimb, Wordpainter.

RACIAL BLOODLINES

JOTUNKIN (BLOODRAGER)

Due to their close relation to their giantish heritage, when goliath bloodragers with the jotunkin bloodline enter a bloodrage, their ancestry manifests itself in greater size and strength.

Bonus Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Overrun, Iron Will, Power Attack,

Bonus Spells: Enlarge person (7th), bull's strength (10th), stoneskin (13th), summon giant ally (16th).

Bloodline Powers: While bloodraging, you gain the abilities and immunities of some giants, swelling in size and immense strength.

SLAM (SU)

At 1st level, your hands grow to a massive and dense size while bloodraging. These are treated as natural weapons, allowing you to make two slam attacks as a full attack, using your full base attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small) plus your Strength modifier. At 4th level, these slams are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, these slams become even more powerful, and now add 1 1/2 times your Strength modifier to damage.

GIANT'S GIRTH (SU)

At 4th level, when entering a bloodrage, you can choose to grow one size category larger than your base size (as enlarge person).

HARDENED FLESH (EX)

At 8th level, the damage reduction gained as a bloodrager increases by 1. At 16th level, this increases by 1 more.

JOTUN FORM (SU)

At 12th level, once per day when entering a bloodrage, you can take on the form of a giant as the spell *giant form i*. At 20th level, this ability functions as *giant form ii*.

GIANT'S MIGHT (SU)

At 16th level, the morale bonus to your Strength and Constitution while bloodraging increase by 2. You also gain a +2 natural armor bonus while bloodraging.

JOTUNRAGE (SU)

At 20th level, any time you enter a bloodrage, you can utilize your Jotun Form ability.