

NERO Vanguard

Hoblings

Hoblings are a race of the NERO International 8th Edition Rule Book. As a race they may purchase the skill Resist Poison for 4 build points. They are very dexterous and may purchase the skills Pick Locks and Disarm/Arm Traps for half cost. They have -1 body points to start. Hobblings may not choose Fighter as a class and may not use two-handed weapons.

Clan—Brandin

The local clan of Hobblings has benefited greatly from the prosperity in the kingdom. They are mostly all merchants and traders, and many a galleon can be found with the Brandin mark on the hull. The Brandin Hobblings have often been accused of unfair business practices, however, the Brandin take it as a matter of pride to be quite fair in their dealings... as long as you read the contracts first. Proof of their success can be seen in the prevalence of Hobbling taverns in almost all major port towns and trade destinations. These spots, catering to Hobblings, are known for their selection of Applejack, Brandywine and other drinks suitable for the Hobbling palate. While the clan cannot be said to "rule" over the local Hobblings, almost every Hobbling in the kingdom can trace their lineage back to the matriarch, Lily Brandin, and treat her with reverence and respect.

Brandin colors are green, yellow, and blue: Green for the earth, blue for the sky, and yellow for the wealth in between. Their crest features these colors.

