

# WARCHIEF RIPNUGGET

## CREATURE 4

**NE****SMALL****HUMANOID****GOBLIN**

**Perception** +8; darkvision

**Languages** common, goblin

**Skills** Acrobatics +10, Athletics +10, Intimidation +12, Nature +8, Stealth +12

**Str** +5, **Dex** +3, **Con** +5, **Int** +2, **Wis** +1, **Cha** +2

**Items** +1 striking shortsword, breastplate

**AC** 21; **Fort** +11, **Ref** +11 (-2 circumstance penalty while mounted), **Will** +8

**HP** 57

**Attack of Opportunity** 🔄

**Goblin Scuttle** 🔄 **Trigger** A goblin ally ends a move action adjacent to Warchief Ripnugget. **Effect** Warchief Ripnugget Steps

**Speed** 25 feet

**Melee** 🎯 shortsword +14 (agile, finesse, magical, versatile S), **Damage** 2d6+5 piercing

**Power Attack** 🎯🎯 **Frequency** once per round; **Effect** Warchief Ripnugget makes a melee Strike. This counts as two attacks when calculating his multiple attack penalty. If this Strike hits, Warchief Ripnugget deals an extra die of weapon damage.