

# CHIEF RIPNUGGET

# GOBLIN FIGHTER 4

**CE** **SMALL** **HUMANOID**

**Perception** +9; darkvision

**Languages** common, goblin

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

**Str** +4, **Dex** +3, **Con** +4, **Int** +2, **Wis** +1, **Cha** +2

**Items** +1 striking short sword, small breastplate

**AC** 22; **Fort** +12, **Ref** +12 -2 circumstance penalty while mounted, **Will** +9

**HP** 55

**Attack of Opportunity** 🔄

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

**Speed** 25 feet

**Melee** 🎲 +1 striking short sword +14 (Agile, Finesse, Versatile S), **Damage** 2d6+4 piercing

**Power Attack** 🎲🎲 (Fighter, Flourish) Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage.

**Command an Animal** 🎲 (auditory, concentrate)