

Warchief Ripnugget

Male Goblin Fighter 5 - CR 4

Neutral Evil Humanoid (Goblinoid)

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
REFLEX (DEXTERITY)	+3	=	+1	+2			
WILL (WISDOM)	+2	=	+1	-1		+2	

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+6	+2	+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	17				

CM Bonus	+5	=	+5	+1	-1	-
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CM Defense	17	=	10	+5	+1	+2	-1
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Base Attack	+5	HP	42
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Initiative	+2	Damage / Current HP
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Speed	30 ft
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+1 Shortsword

Main hand: +10, 1d4+5 Crit: 19-20/x2
Light, P

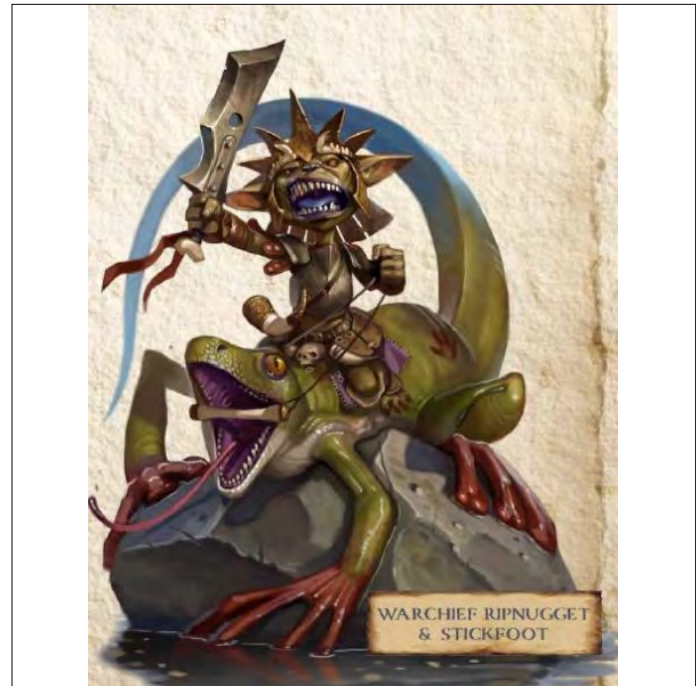
Unarmed strike

Main hand: +7, 1d2+1 Crit: x2
Light, B, Nonlethal

Masterwork Breastplate

+6

Max Dex: +4, Armor Check: -2
Spell Fail: 25%, Medium



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (2)	-	
Appraise	+1	INT (1)	-	
Bluff	+1	CHA (1)	-	
Climb	-1	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disable Device	-	DEX (2)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+0	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+9	CHA (1)	5	
Heal	-1	WIS (-1)	-	
Intimidate	+9	CHA (1)	5	
Linguistics	-	INT (1)	-	
Perception	-1	WIS (-1)	-	
Ride	+12	DEX (2)	5	
Sense Motive	-1	WIS (-1)	-	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	-	INT (1)	-	
Stealth	+13	DEX (2)	2	
Survival	-1	WIS (-1)	-	
Swim	-1	STR (1)	-	
Use Magic Device	-	CHA (1)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Iron Will
Martial Weapon Proficiency - All

Feats

Mounted Combat (1/round)
 Ride-by Attack
 Shield Proficiency
 Simple Weapon Proficiency - All
 Spirited Charge
 Tower Shield Proficiency
 Weapon Focus (Shortsword)
 Weapon Specialization (Shortsword)

Gear

**Total Weight Carried: 16/97.5lbs, Light Load
 (Light: 32.25lbs, Medium: 64.5lbs, Heavy: 97.5lbs)**

+1 Shortsword	1 lb
Dented crown (worth 20 gp)	-
Masterwork Breastplate	15 lbs
Potion of barkskin +2	-
Potion of cure moderate wounds x2	-

Special Abilities

Bravery +1 (Ex)
 Darkvision (60 feet)
 Weapon Training (Blades, Light) +1 (Ex)

Tracked Resources

Mounted Combat (1/round)	<input type="checkbox"/>
Potion of barkskin +2	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>

Languages

Common

Goblin

Experience & Wealth

Current Cash: **20 GP of Valuables**

Background

Even if the alarm has been raised, Warchief Ripnugget can be found here. If caught by surprise, he's in the middle of watching his goblins reenact the raid on Sandpoint as they fight against a silent image provided by the warchanter. If the alarm is raised, his goblins clamber up the three pillars closest to the throne and hide, while the warchanter ducks behind the throne. In either case, his pet gecko Stickfoot waits loyally at his side.

Assuming the PCs don't immediately attack when they enter the room, Warchief Ripnugget is willing to parley in the same way that he spoke to Nualia several months ago. This time, though, he doesn't have any intentions of allying with his visitors; he merely wants time to size the PCs up before he orders them slain. He certainly recognizes them from their heroic stand at Sandpoint—although he wasn't present at the assault, he's heard plenty of stories about the longshanks who proved so key to the town's defense. He knows the PCs are formidable foes, especially since they've reached his throne room alive. In any case, he refuses to let the PCs step more than 5 feet into his throne room, informing them that they have not yet earned the right to approach him.

If the PCs agree to talk, he picks the least-armored PC, compliments that character on being someone who looks like she understands the value of the spoken word over battle, and allows that one PC to approach. Of course, Ripnugget doesn't really have any intention of talking. As soon as that PC is within 5 feet of the northeast pillar, he gives the order to attack.

Warchief Ripnugget – Abilities & Gear

Iron Will

Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Mounted Combat (1/round)

Feat

You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Ride-by Attack

Feat

While mounted and charging, you can move, strike at a foe, and then continue moving.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge

Feat

Your mounted charge attacks deal a tremendous amount of damage.

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Weapon Focus (Shortsword)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Shortsword)

Feat

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

Darkvision (60 feet)

Racial Ability, Senses (Goblin)

You can see in the dark (black and white vision only).

Bravery +1 (Ex)

Class Ability (Fighter)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Weapon Training (Blades, Light) +1 (Ex)

Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Blades, Light : dagger, kama, kukri, rapier, sickle, starknife, and short sword.