

Goblin

Male Goblin Warrior 1 - CR 1/3 Neutral Evil Humanoid (Goblinoid)

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	9	-1	
CHA CHARISMA	6	-2	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =	+2	+1	+2	+1				

Touch AC	13	Flat-Footed AC	14
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CM Bonus	+0 =	+1	0	-1	-
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CM Defense	12 = 10	BAB	Strength	Dexterity	Size
		+1	0	+2	-1

Base Attack	+1	HP	6
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Initiative	+6	Damage / Current HP	
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Speed	30 ft		
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Light Shield Bash

Main hand: **+2, 1d2** Crit: x2
Light, B

Shortbow

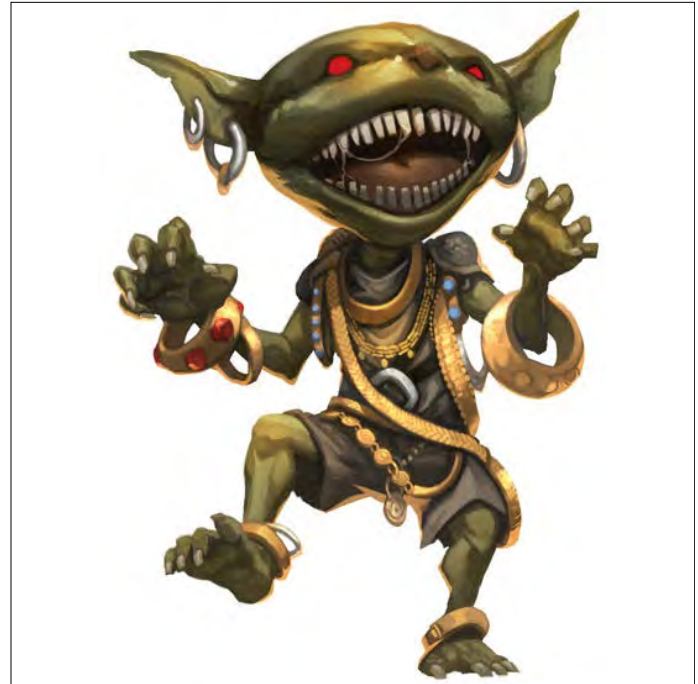
Ranged, both hands: **+4, 1d4** Crit: x3
Rng: 60'
2-hand, P

Shortsword

Main hand: **+2, 1d4** Crit: 19-20/x2
Light, P

Unarmed strike

Main hand: **+2, 1d2** Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	-2	CHA (-2)	-	
Climb	-1	STR (0)	-	
Diplomacy	-2	CHA (-2)	-	
Disable Device	-	DEX (2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+3	DEX (2)	-	
Handle Animal	-	CHA (-2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-2	CHA (-2)	-	
Linguistics	-	INT (0)	-	
Perception	-1	WIS (-1)	-	
Ride	+9	DEX (2)	1	
Sense Motive	-1	WIS (-1)	-	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	-	INT (0)	-	
Stealth	+9	DEX (2)	-	
Survival	-1	WIS (-1)	-	
Swim	+3	STR (0)	1	
Use Magic Device	-	CHA (-2)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Improved Initiative
Martial Weapon Proficiency - All

Feats

Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Light wooden shield

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Gear

**Total Weight Carried: 13.5/86.25lbs, Light Load
(Light: 28.5lbs, Medium: 57lbs, Heavy: 86.25lbs)**

Light Shield Bash	-
Arrows x20	0.075 lbs
Leather armor	7.5 lbs
Light wooden shield	2.5 lbs
Shortbow	1 lb
Shortsword	1 lb

Special Abilities

Darkvision (60 feet)

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Goblin

Experience & Wealth

Current Cash: **You have no money!**

Goblin – Abilities & Gear

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Darkvision (60 feet)

Racial Ability, Senses (Goblin)

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