

L'il Buddy

Goblin, Citizen of Elsirnor 1st / Barbarian 1st (Chaotic Good)
Str 14, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Hit Points (hp) **20** Initiative **+6** Grapple **-1** Damage Reduction
Speed (Foot) **40 ft.** Spell Fail **0%** Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Club	+4	1d4+3	20 (x2)	Desc: Made of wood, it is easy to find and fashion. It's free

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	17	14 / 14	Leather+1 / None		+7	+4	+2

Skills

Appraise	-1
Balance	2
Bluff	-1
Climb	2
Concentration	3
Decipher Script	-
Diplomacy	-1
Disable Device	-
Disguise	-1
Escape Artist	2
Forgery	-1
Gather Information	-1
Handle Animal	-
Heal	0
Hide	11
Intimidate	2
Jump	11
Listen	0
Move Silently	11
Open Lock	-
Ride	6
Search	-1
Sense Motive	0
Sleight of Hand	-
Speak Language	2
Spellcraft	-
Spot	0
Survival	0
Swim	2
Tumble	-
Use Magic Device	-
Use Rope	2
Profession - Cook	5

Abilities

Racial Traits: Goblin
 Darkvision (Ex): 60 ft.
 +4 racial bonus on Move Silently & Ride Checks
 Class Features: Citizen of Elsirnor 1st
 Weapon Proficiency
 Exmus:
 - Cast 1 chosen Orison spell 2/day
 Academia:
 - Cast 1 chosen Cantrip spell 2/day
 Apprenticia:
 - + Expert Level 1
 Armitagia:
 Choose from one of these abilities:
 - +1 Bonus Feat
 Class Features: Barbarian 1st
 Rage (Ex):
 • 1x per Day < O >
 • +4 STR & CON, -2 AC, +2 Saves vs Will
 • Duration: 8 rounds
 Fast Movement (Ex)
 CHARACTER STATUS
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Languages

Common, Goblin

Money

50 gp

sp

Feats

Dodge +1 dodge bonus to AC against selected target
Improved Initiative +4 bonus on Initiative checks

Equipment

Club, , , , ,
, , , , ,

Magic Items

Citizen of Elsirnor

Inflict Minor wounds 2/day
 Ray of Frost 2/day
 Expert: Cook
 Bonus Feat: Dodge