

Krik Junk-Kick

Male Goblin Fighter 3 - CR 2

Chaotic Evil Humanoid (Goblinoid)

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	9	-1	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+3	+2				
REFLEX (DEXTERITY)	+4 =	+1	+3				
WILL (WISDOM)	+0 =	+1	-1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20 =	+6		+3	+1				

Touch AC 14 **Flat-Footed AC** 17

CM Bonus	Total	BAB	Strength	Size	Misc
+5 +7 Tricking	=	+3	+1	-1	-

CM Defense	Total	BAB	Strength	Dexterity	Size
16 18 vs. Dirty Trick	= 10	+3	+1	+3	-1

HP	Total	Damage / Current HP
31		

Base Attack	+4	Initiative	+3
		Speed	30 / 40 ft

Blade Boot

Mainhand: **+5, 1d3+1** Crit: 20/x2
 Main w/ Offhand: **+1, 1d3+1** Light, P
 Main w/ Light Off.: **+3, 1d3+1**
 Offhand: **+3, 1d3**

Halberd

Both Hands: **+5, 1d8+1** Crit: 20/x3
 2-Hand, P/S, Brace, Trip

Breastplate

+6

Max Dex: +4, Armor Check: -3
 Spell Fail: 25%, Medium



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (3)	2	
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+2	STR (1)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+5	CHA (-1)	3	
Perception	+0	WIS (-1)	1	
Ride	+4	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+12	DEX (3)	1	
Survival	-1	WIS (-1)	-	
Swim	+2	STR (1)	1	

Feats, Traits & Flaws

Agile Maneuvers

Use DEX instead of STR for CMB

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Gear

**Total Weight Carried: 22.5/112.5lbs, Light Load
(Light: 37.5lbs, Medium: 75lbs, Heavy: 112.5lbs)**

Artisan's Outfit (Free)	-
Blade Boot	1lb
Boots of Striding and Springing	0.5lbs
Breastplate	15lbs
Halberd	6lbs

Experience & Wealth

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

Feats, Traits & Flaws

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Combat Expertise +/-1

Bonus to AC in exchange for an equal penalty to attack.

Improved Dirty Trick

Dirty Trick at +2, without an attack of opportunity.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Two-weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Special Abilities

Armor Training 1 (Ex)

Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his

Bravery +1 (Ex)

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.

Darkvision (60 feet)

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

Tracked Resources

Action Points

Languages

Common

Goblin