

# STUMPBITER

Even among goblins, Stumpbiter is renowned for not being too bright. More than one goblin has lost a finger to Stumpbiter, usually while trying to pry his raging jaws from a tree (hence the name). It is this hobby (raging and gnawing on everything in sight) that has caused him to lose most of his teeth, which are kept in a bag, tied around his neck.

## STUMPBITER

Male goblin barbarian 1  
CE Small humanoid (goblinoid)  
Init +3; Senses darkvision 60 ft.,  
Perception +1

### DEFENSES

AC 16 (14), touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)  
hp 14 (16) (1d12+2)  
Fort +4 (+6), Ref +3, Will +1

### OFFENSE

Speed 40 ft.  
Melee broken masterwork trident +2  
(+4) (1d6+1 [+4])  
Special Attacks rage (6 rounds/day)

### STATISTICS

Str 13 (17), Dex 17, Con 14 (18), Int 8,  
Wis 12, Cha 8  
Base Atk +1; CMB +1 (+3); CMD 14 (16)  
Feat Letter Fury  
Trait goblin foolhardiness  
Skills Acrobatics +7, Intimidate +3,  
Survival +5  
Languages goblin  
Combat Gear potion of enlarge person  
Other Gear: Doghide armor (treat as leather), broken masterwork trident, sack of dried snakes (3 days food), bent horseshoe, 2 candles, tindertwig, bag of teeth, rusty iron mace head nicknamed "fun ball"

Stumpy-dumpy, dingle-do!  
Stumpy-dumpy comes for you!  
Bite yer fingers,  
Chew yer nails,  
Bag yer head and kick yer tail.

## Letter Fury

You go wild when someone tries to steal the words from your head.

Prerequisite: Goblin, rage class feature

Benefit: If someone reads or writes in your presence (including casting spells like glyph of warding or symbol) you can, as an immediate action, choose to activate your rage class ability for 1 round. This round of rage does not count towards the total number of rounds which you can rage each day, but if you wish to continue your rage beyond that single round you must expend rounds from your daily rage allotment as normal. Once you use this feat you must wait at least one minute after you cease raging (whether a single round or a more extended period) before you can use it again.

## Goblin Foolhardiness

You have a tendency toward overconfidence in combat. When facing an enemy that's larger than you are, if you have no allies in any adjacent squares, your posturing, bravado, and cussing grant a +1 trait bonus on attack rolls with non-reach melee weapons.

