paizo.com, Ron Dawson <rondawson@syd.eastlink.ca>, Sep 2, 2011

Reta Bigbad

Reta likes to torment small, harmless animals and usually has a pocket full of such creatures in case she gets bored. She finds it hard not to shout when she speaks, and loves taking risks in combat to scare her enemies.

Reta Bigbad

Female goblin fighter 1
NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 13 (1d10+3)
Fort +4, **Ref** +3, **Will** +1

Offense

Speed 30 ft.
Melee dogslicer +3 (1d4+1/19–20)
Ranged shortbow +5 (1d4/×3)

Statistics

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 14
Feats Dog-Sniff-Hate, Skill Focus (Perception)
Trait Balloon-Headed
Skills Perception +9, Ride +11, Stealth +11
Languages Goblin
Combat Gear *potion of cure light wounds*, *potion of spider climb*
Other Gear leather armor, dogslicer, shortbow with 20 arrows in a quiver decorated with dog ears, lucky pet toad ("Spotol"), jar of pickled halfling toes just about ready for eating (equivalent to 1 day's trail rations), toasting fork, bridal veil, halfling ladies' corset, 20 feet of rope with dead moles sewn into it, small silver mirror, jar of human perfume (half drunk), meat hook, leather satchel, flint and tinder, set of false teeth, pocketful of caterpillars

New Feat: Dog-Sniff-Hate

Unlike many goblins, you're not particularly afraid of dogs. You know what dogs smell like, and that smell makes you mad. *Very* mad.

Prerequisite: Goblin, Skill Focus (Perception)

Benefit: You gain the scent ability, but only against canines (including dogs, goblin dogs, wolves, worgs, yeth hounds, and any similar creature, subject to GM approval). Against these creatures, you gain a +1 morale bonus on attack rolls and a +2 morale bonus on weapon damage rolls.

Goblin Trait: Balloon Headed

Your head is particularly wide and large, even for a goblin. You gain a +1 bonus on Perception checks, and Perception is always a class skill for you. Any Escape Artist checks that requires you to squeeze your head through a tight space take a –8 penalty.

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