



# We Be Goblins Free! Ekkie

## EKKIE

Hello, Longshanks Hearing Ekkie's Words! I first meet friendly longshanks in town named Magnimar. Ekkie was just trying to make ends meet, put food in mouth and roof on head, so Ekkie joined fearsome goblin guild named Nightsoil Marauders. Is good, scary name: Nightsoil Marauders!

Anyway, Ekkie was sneaking through a longshank house filled with shanies and foods, taking things for the guild and for Ekkie, when the mangiest, barkiest, poodliest of dogmeats sneaks up on me and starts barking. "Bark!" it says. "Bark bark bark! Bark bark bark!" Always alerting the sleeping longshanks. Poodles are the WORST. And poodles don't even taste good, mostly because the curly hairs get stuck between goblin teeth.

Stupid poodle will not shut up, so longshanks come and chase me up and down and all around the town. That part is fun, but eventually they catch up to me and want all this talking and doing and not stealing and not eating. Nightsoil Marauders are—what is longshanks words again?—"unfortunate casualties," so Ekkie is alone again. But longshanks? Longshanks are "noble adventurers," which means sneaking and stabbing and eating, but with getting paid afterward. Seems like a good gig to Ekkie. So now, Ekkie is an adventurer!

## EKKIE

Female Goblin Ranger 4  
NE Small humanoid (goblinoid)  
**Init** +4; **Senses** darkvision 60ft; Perception +6

## DEFENSE

**AC** 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)  
**hp** 40 (4d10+12)  
**Fort** +6, **Ref** +8, **Will** +0



## OFFENSE

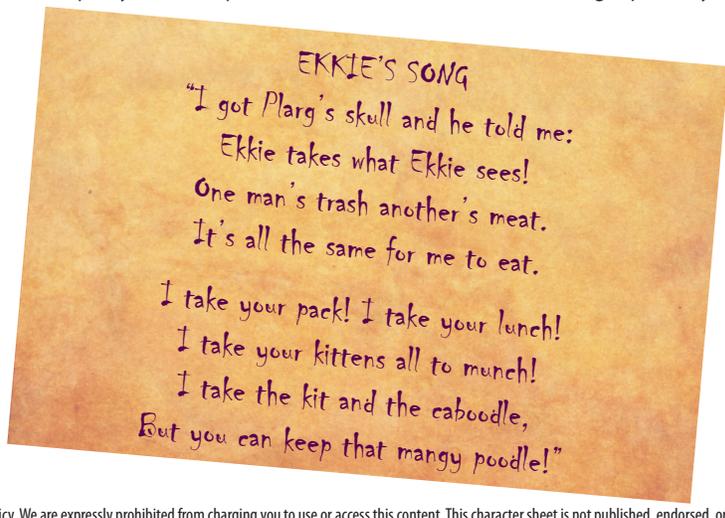
Speed 30 ft.  
**Melee** +1 dogslicer +9 (1d4+2/19-20), mwk dogslicer +8 (1d4/19-20)  
**Special Attacks** combat style (two-weapon combat), favored enemy (animals +2)

## STATISTICS

**Str** 13, **Dex** 19, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10  
**Base Atk** +4; **CMB** +7; **CMD** 18  
**Feats** Agile Maneuvers, Endurance, Two-weapon Fighting, Weapon Finesse  
**Traits** foul belch, underbridge dweller (magnimar)  
**Skills** Acrobatics +8, Disable Device +6, Escape Artist +8, Linguistics +2, Perception +6 (+8 in dim light), Ride +8, Sleight of Hand +8, Stealth +12  
**Languages** Common, Goblin, Varisian  
**SQ** eat anything, favored terrain (urban +2), hunter's bond (companions), track +2, wild empathy +4  
**Combat Gear** necklace of fireballs I, potion of cure moderate wounds; **Other Gear** +1 studded leather, dogslicer, mwk dogslicer, cloak of resistance +1, 3 days worth of horse meat, backpack, masterwork thieves' tools, cage-brother's skull

## SPECIAL ABILITIES

**Agile Maneuvers** Use DEX instead of STR for CMB  
**Darkvision** (60 feet) You can see in the dark  
**Eat Anything** +4 to Survival to forage for food & save vs. nauseated or sickened.  
**Endurance** +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.  
**Favored Terrain** (Urban +2) (Ex) +2 to rolls when in Favored Terrain.  
**Foul Belch** (1/day) Once per day as a standard action, you can force a particularly odious belch at a single opponent within 5 feet. The character affected must make a DC 12 Fortitude save or be sickened for 1d6 rounds. The save DC is Constitution-based.  
**Hunting Companions** (1 rounds) (Ex) Grant half favored enemy bonus to allies in 30' as move action.  
**Track** +2 Add the listed bonus to survival checks made to track.  
**Underbridge Dweller** (Magnimar) +2 to Perception checks in dim light.  
**Wild Empathy** +4 (Ex) Improve the attitude of an animal, as if using Diplomacy.



### EKKIE'S SONG

"I got Plarg's skull and he told me:  
Ekkie takes what Ekkie sees!  
One man's trash another's meat.  
It's all the same for me to eat.

I take your pack! I take your lunch!  
I take your kittens all to munch!  
I take the kit and the caboodle,  
But you can keep that mangy poodle!"