



# We Be Goblins Free! Ranzak

## RANZAK

Ranzak not always pirate. Ranzak not always Ranzak either. One time, Ranzak be Longlung diver named Squidbreath. Other Longlungs eaten by biggest sea monster of all—Swirly Doom. Squidbreath fierce and Squidbreath brave, so Squidbreath flee Swirly Doom and paddle mighty Longlung ship away. Years pass. Squidbreath stab. Squidbreath steal. Squidbreath eat good Squidbreath meal!

Squidbreath make friends to do battles on goblin ship. Friends eat many pirates, get many loots. Squidbreath see longshanks chiefs all have magic bird that eat cracker and tell true secret. Squidbreath and friends sneak sneak sneak to longshanks cave, wait for longshanks sleep, and steal magic bird. Magic bird squawk, “Ranzak! Ranzak! Ranzak! Ranzak! Ranzak!” Magic bird maybe talk too much.

Squidbreath know magic bird always squawk true, so Squidbreath make name Ranzak. Ranzak now have great magic, and friends jealous. Friends have bad luck on many ends of many knives. Now Ranzak need new friends to help get more plunder!

You need friend?

## RANZAK

Male goblin swashbuckler (raider) 4  
CN Small humanoid (goblinoid, goblin)  
**Init** +3 (+5 if at least one panache point)  
**Senses** Perception +5 (+9 to find valuable items)

## DEFENSE

**AC** 19, touch 15, flat-footed 15 (+4 armor, +3 Dex, +1 Dodge, +1 size)  
**hp** 40 (4d10+12)  
Fort +4, Ref +7, Will +1

### Defensive abilities

dodging panache, getouttatheway!, nimble, you first!



## OFFENSE

**Melee** mwk cutlass +9 (1d4+3/18-20) or hook hand +7 (1d3-2)

**Ranged** longbow +7 (1d6-2/x3)

**Special attacks** precise strike

## STATISTICS

**Str** 6, **Dex** 16, **Con** 17, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +4; **CMB** +1; **CMD** 14

**Feats** Extra Panache, Slashing Grace (cutlass), Weapon Focus (cutlass)

**Trait** Flounderer

**Skills** Acrobatics +10, Disable Device +10, Perception +5 (+9 to find valuable items), Stealth +13, Survival +7, Swim +6

**SQ** deeds (derring-do, dodging panache, getouttatheway!, precise strike, swashbuckler initiative, treasure!, you first!), nimble, not me!, panache (3 points), swashbuckler finesse

**Combat Gear** alchemist’s fire (2), brewed reek (3), caltrops, tanglefoot bag (2) **Other Gear** backpack, bandana, bedroll, belt pouch, dice, eye patch, feather token (anchor), flint and steel, grappling hook, hook hand, iron pot, loaded dice (average), marked cards, mwk chain shirt, mwk rapier, pet parrot named Cap’n Bloodfeathers, pitons (10), potion of cure moderate wounds, potion of monkey fish, rope (50 ft.), stubborn nail, thieves’ tools, torches (10), waterskin, 188 gp, 7 sp

## Goblin Trait: Flounderer

*You are adept at swimming and holding your breath.*

**Benefit:** You gain a +1 trait bonus on Swim checks, and can hold your breath for a number of rounds equal to three times your Constitution score before you risk drowning.

## RANZAK’S SONG

Goblins fight and goblins bleed,  
Ranzak takes what Ranzak needs.  
Follow orders! Don’t give guff!  
Fight for Ranzak! He needs stuff!  
Ranzak wrote this clever verse  
Ranzak’s smart, so you go first!  
Come on, pirates! Do your duty!  
Ranzak’s ready for some booty!



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## RAIDER

*Raider (Goblin Swashbuckler Archetype)*

**Skills:** A raider gains Disable Device and Survival as class skills. Diplomacy and Intimidate are not class skills for a raider.

### DEEDS:

The raider gains the following deeds, each of which replaces an existing deed.

**Getouttatheway! (Ex):** At 1st level, when an opponent makes a melee attack against the raider and the raider has an ally adjacent to him, he can as an immediate action spend 1 panache point to switch places with that ally. When he does so, the attack instead targets the ally he switched places with, and that ally gains a +2 Dodge bonus to his AC against that attack. This replaces opportune parry and riposte.

**You First! (Ex):** At 3rd level, when the raider would take damage from a trap and there is a creature adjacent to him, he can as an immediate action spend 1 panache point to maneuver behind that creature. That creature takes a -2 penalty to AC and Reflex saves against the trap, and the raider gains a +2 Dodge bonus to AC and a +2 to Reflex saves against the trap. This replaces kip-up.

**Treasure! (Ex):** At 3rd level, the raider gains a +4 bonus to Perception checks to find valuable items when searching an area, and an equal bonus to Appraise checks to determine the value of those items. This may include weapons and armor of masterwork quality or greater, any magic items, gems and coins, or anything else the GM deems valuable to the raider's sensibilities. This replaces menacing swordplay.

**Not Me! (Ex):** At 2nd level, a raider learns how to resist the spells of foolish casty-magic-users. Three times per day as an immediate action before making a saving throw against a spell or spell-like ability, he can add his level to the result of the save. Whether he makes the save or not, the raider takes 1d2 points of Con damage from the attempt. This replaces charmed life.

Some other abilities that don't matter at the moment...