

Dingo

Gender Neutral Grippli

Grenadier/Toxicant/Vivisectionist Alchemist 1

NG Small humanoid (grippli)

Init +4 **Senses** darkvision 60ft. Perception +5

DEFENSE

AC 17 touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 10/10 (1d8+2)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., 20ft climb

Melee rapier +4 (1d4, 18-20/x2)

Ranged sling +4 (1d3, 50ft., 20/x2)

Special Attacks sneak attack (1d6), toxic secretion (4/day, DC 13 Fort), toxic skin (1/day)

Extracts Prepared

1st (2 extracts)

Str 11, **Dex** 16, **Con** 14, **Int** 16, **Wis** 12 **Cha** 8

Base Atk +0; **CMB** -1; **CMD** 12

Feats Weapon Finesse

Skills 7/skill ranks; Appraise +7, Craft: Alchemy +8, Disable Device +7, Knowledge: Arcana +7, Knowledge: Nature +7, Spellcraft: +7, Perception +5 **ACP** -1

Languages Boggard, Common, Draconic, Grippli

SQ martial weapon proficiency (rapier)

Favored Class alchemist (+1/4th uses of toxic skin)

Gear [alchemy crafting kit, bedroll, belt pouch, bullets (10), flint and steel, formula book, ink, inkpen, iron pot, masterwork backpack, mess kit, rapier, sawback cold iron kunai, sling, soap, studded leather, torches (10), thieves' tools, trail rations (5 days), waterskin, 2gp; 28 lbs carried out of light load 32.5]

Grippli Poison

Skin or weapon—contact or injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save.

Formula Book

1st level - *ant haul, disguise self, endure elements, invisibility alarm, reduce person, true strike*



Jenna Drummond Illustration
www.jendart.com