

REDTOOTH

CREATURE 6

CN

MEDIUM

HUMANOID

RATFOLK

Perception +17; darkvision

Languages Common, Orcish

Skills Acrobatics +14, Crafting +10, Deception +12, Nature +10, Stealth +16, Survival +12, Thievery +16, Scrapwall Lore +16

Str +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +4

Trap Finder as the rogue feat

Items +1 shortsword, dart gun^, buckler, nanite canister (2), chain shirt, hunting spider venom (10), lesser healing potion (2)

AC 23; **Fort** +11, **Ref** +17, **Will** +14

HP 90

Nimble Dodge 🔄 as the rogue feat

Speed 25 feet

Melee 🎯 +1 shortsword +16 (agile, finesse, versatile S), **Damage** 1d6+7 piercing

Ranged 🎯 dart gun^ +15 (agile, technology^), **Damage** 1d4 piercing plus Hunting Spider Venom

Eldritch Trickster Spells DC 20, attack +10 ; **2nd** invisibility; **1st** longstrider; **cantrips (3rd)** dancing lights, mage hand

Sneak Attack 2d6

Cheek Pouches as the ratfolk feature

Swarming as the ratfolk feature

Hunting Spider Venom (poison); **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds;

Stage 1 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).