

# WINTER-TOUCHED JINKIN

## CREATURE 1

**N****TINY****FEY****GREMLIN****COLD**

**Perception** +7; darkvision

**Languages** undercommon, common

**Skills** Acrobatics +7, Crafting +5 (+7 traps), Deception +5, Nature +5, Stealth +7, Thievery +7

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

**Items** shortsword

**AC** 17; **Fort** +6, **Ref** +10, **Will** +7

**HP** 19; **Resistances** cold 2; **Weaknesses** cold iron 2

**Speed** 30

**Melee** ♦ shortsword +9 (agile, finesse, magical, versatile s), **Damage** 1d6-2 piercing

**Primal Spells** DC 17, attack +9 ; **cantrips (1st)** *prestidigitation*, *ray of frost*

**Tinker** (curse, primal, transmutation) A group of six jinkins can work together for an hour to imbue an item with a curse at a range of 60 feet. While this process is lengthy, it's also unobtrusive and can be performed while Hiding. Jinkins prefer to use this ability on magic items. The curse makes the item unreliable (DC 5 flat check or waste any action to Interact with or Activate the item), adds a bizarre requirement to use the item, or imparts some other curse of a similar caliber.

**Ice Step** A winter-touched jinkin ignores difficult terrain caused by snow or ice, and treats greater difficult terrain caused by ice and snow as normal difficult terrain.

**Snow Blending** A winter-touched jinkin receives a +4 circumstance bonus to Sneak or Hide in snowy environments.