

## Bread Crumbs

*“Who’s hungry?”*

Bread Crumbs is a lone kobold who was exiled from his tribe for accidentally poisoning their chief. Now he lives as a wayward trap smith creating or finding and disabling traps on behalf of various explorers and adventurers. Not one for direct confrontation, Bread Crumbs generally prefers to hide and use ambush tactics when combat is called for, relying on sniping foes with his poisoned sling bullets. Despite being somewhat cowardly, Bread Crumbs is an accomplished cook and miner in addition to being an accomplished trap smith, which is generally enough to convince his clients to overlook his heritage and various faults.

During combat Bread Crumbs usually waits until his victims are either trapped in his traps, or passed out from poison or sleep, though he doesn’t shy away from using a poisoned sling bullet or ladle to finish off one or two stragglers. If captured by enemies, Bread Crumbs begs for his life, offering to serve his new masters as faithful cook and slave until such a time that he can escape (killing his captors if he can).

## Bread Crumbs

Kobold, investigator 1

LN Small humanoid (reptilian)

**Init** +4; **Senses** darkvision 60 ft., trapfinding; Perception +8

**Languages** Common, Draconic, Dwarven, Gnome

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### DFENSE

**AC** 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

**hp** 10 (1 HD)

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

**Weaknesses** light sensitivity

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### OFFENSE

**Speed** 20 ft. (4 squares); 30 ft. when unencumbered

**Melee** short sword +5 (1d4/19-20 plus poison) or

sap +5 (1d4 nonlethal) or

heavy ladle +5 (1d4 plus poison)

**Ranged** sling +5 (1d3 plus poison)

**Alchemist Extracts Prepared** (CL 1<sup>st</sup>)

1<sup>st</sup> (2/day) – *reduce person, shield*

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### STATISTICS

**Abilities** Str 10 (+0), Dex 16 (+3), Con 12 (+1), Int 16 (+3), Wis 14 (+2), Cha 7 (–2)

**Base Atk** +1; **CMB** +0 (+3 with Weapon Finesse); **CMD** 13

**Feats** Weapon Finesse

**Skills** Craft (alchemy) +8, Craft (trapmaking) +9, Disable Device +7, Escape Artist +6, Perception +8 (+9 to find traps), Profession (cook) +6, Profession (miner) +8, Sleight of Hand +6, Stealth +10; **Check**

**Penalty** –1 (–6 when encumbered); **Racial Bonuses** +2 Craft (trapmaking), +2 Perception, +2

Profession (miner)

**SQ** alchemy, crafty, inspiration (3/day), trapfinding +1

**Combat Gear** blue whinnis poison (3), sling bullets (10); **Other Gear** alchemy crafting kit, cooking kit, cookware armor (as wooden armor), folding shovel, heavy ladle (battle aspergillum), mess kit, miner’s pick, sap, short sword, sling, tender (3gp, 7sp), trespasser’s boots (5)

**Formula Book** 1<sup>st</sup>-level—*cure light wounds, expeditious retreat, reduce person, shield, true strike*

**Encumbrance** light 24 lb. 12 oz., medium 49 lb. 8 oz., heavy 75 lb.; **Weight Carried** 73 lb. 3 oz. (excluding tender)



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## SPECIAL ABILITIES

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**Alchemy (Su)** You are highly trained in the creation of mundane alchemical substances and magical potion-like extracts. When using Craft (alchemy) to create an alchemical item, you gain a competence bonus equal to your inquisitor class level on the skill check. In addition, you can use Craft (alchemy) to identify potions as if using *detect magic*. You must hold the potion for 1 round to attempt such a check.

**Crafty (Ex)** Craft (trapmaking) and Stealth are always class skills for a kobold.

**Inspiration (Ex)** You have an inspiration pool equal to  $\frac{1}{2}$  your investigator level + your Intelligence modifier (minimum 1). Your inspiration pool refreshes each day, typically after you get a restful night's sleep. As a free action, you can expend one use of inspiration from your pool to add 1d6 to the result of that check, including any on which you take 10 or 20. This choice is made after the check is rolled and before the results are revealed. You can only use inspiration once per check or roll. You can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided you are trained in the skill. Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from your pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

**Poison** Blue whinnis—injury; *save* Fort DC 14, *frequency* 1/round for 2 rounds, *effect* 1 Con/unconsciousness 1d3 hours, *cure* 1 save.

**Trapfinding** You add  $\frac{1}{2}$  your level to Perception skill checks made to locate traps and to Disable Device checks (minimum 1). You can use Disable Device to disarm magical traps.