# Grippli

Man-sized, bipedal ‘frogs’ in a huge range or color from bright red-yellow to mottled gray brown (though most are green) the race of Grippli are a regular sight within the Tail Stones district, almost universally associated with poverty. Most are emigrees from Heartsblood Marsh, either driven out for fear of violence or by wanting something better, greater than anything they could accomplish in the shadow of the fungal sieve. As a population, many of them are slaves and those that are free tend to find themselves in the most servile positions.

 Your Grippli has an assortment of abilities and skills learnt and inherited.

*Ability Score Increase.* Your Dexterity and Wisdom score increase by 1.

*Age.* Grippli mature faster than humans, but are considered adults at around 12 and rarely live past 50.

Alignment. Much like humans, Grippli alignment leans towards the neutral but can be any.

*Size.* Grippli stand between 4 and 5 feet tall and average about 80 to 120 pounds as their weight. Your size is Small.

*Speed.* Your base walking speed is 30 feet and you have a climb speed of 20ft.

*Amphibious.* You can breathe air and water

*Darkvision.* Gripplis can see perfectly in the dark up to 60 feet.

*Hopping Gait.* With your odd hopping gait, you can move through difficult terrain at normal speed.

*Languages.* You can speak, read, and write Common and one extra language of your choice.

*Subraces*. Two subraces of grippli are found in and around Salt in Wounds: City-Born and Swamp-Born.

Choose one of these subraces.

## City-Born

Born in the city, you’ve most likely known life amongst the hard streets & poverty not conducive to your needs as an amphibian. Considered ‘trash’ by most outside your race, you’ve learned how to make your way by being dexterous and going unnoticed.

*Ability Score Increase.* Your Dexterity score increases by 1.

*Tricky.* You gain proficiency with the Stealth and Deception skills in addition to Thieves’ tools.

## Swamp-Born

Born and raised in the swamp, you lived an early life in a setting conducive to your biology; most likely under the watchful eye of the fungal sieve. You gained wisdom under a more traditional family structure and skills navigating the swamp.

*Ability Score Increase.* Your Wisdom score increased by 1.

*Aquatic Experience.* You gain a swim speed of 30ft.

*Traditional Training.* You gain proficiency in the Survival Skill and are proficient with nets.