### **GREY SCIENCE OFFICER**

## XP 4,800

Grey expert 10 LN or LE Medium humanoid (grey)

**Init** +1; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex) **hp** 35 (10d8–10)

# **Fort** +2, **Ref** +4, **Will** +8

## OFFENSE

**Speed** 30 ft.

**Melee** stun baton +6/+1 (1d12 nonlethal electricity)

# STATISTICS

Str~8, Dex~12, Con~9, Int~19, Wis~8, Cha~9

Base Atk +7; CMB +6; CMD 18

**Feats** Iron Will, Skill Focus (Disable Device, Knowledge [engineering], Knowledge [planes], Use Magic Device)

Skills Disable Device +14, Heal +12, Knowledge (engineering) +23, Knowledge (planes) +23, Knowledge (any other three) +17, Perception +12, Profession (science officer) +12, Use Magic Device +18
Languages Common, Dwarven, Elven, Grey
SQ technologically advanced, telepathic
Gear bracers of armor +3, stun baton, ring of protection +1

#### CR 8