**Kineticist**

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Human hydrokineticist 5 ( *Pathfinder RPG Occult Adventures* 10)

CN Medium humanoid (human)

**Init** +8; **Senses** Perception +10

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**Defense**

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**AC** 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)

**hp** 52 (5d8+26)

**Fort** +10, **Ref** +7, **Will** +5

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**Offense**

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**Speed** 30 ft.

**Melee** dagger +2 (1d4-1/19-20) or

dagger +2 (1d4-1/19-20) or

unarmed strike +2 (1d3-1 nonlethal)

**Special Attacks** +5kinetic blast (3d6 + 8), metakinesis (empower)

**Kineticist Wild Talents Known**

Defense—shroud of water +4 Armor bonus or +2 Shield Add +1/burn >/ 50%

Infusions—extended range, focused blast, kinetic fist

Blasts—water blast (3d6+8)

Utility—basic hydrokinesis, cold adaptation, elemental whispers

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**Statistics**

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**Str** 9, **Dex** 14, **Con** 21, **Int** 10, **Wis** 14, **Cha** 9

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Improved Familiar, Improved Initiative, Point-Blank Shot, Precise Shot

**Traits** indomitable faith, reactionary

**Skills** Acrobatics +8, Craft (calligraphy) +9, Craft (mapmaking) +8, Knowledge (nature) +6, Perception +10,

Profession (fisherman) +10, Stealth +9, Swim +7, Use Magic Device +7

**Languages** Common

**SQ** burn (1 point/round, max 8), elemental overflow +1, gather power, infusion specialization 1

**Combat Gear** *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*; **Other Gear** *+1 mithral shirt* , , dagger, dagger, *apprentice's cheating gloves* UE, *cloak of resistance +1* , *handy haversack* , *ring of protection +1* , *traveler's any-tool* UE, belt pouch, blanket APG, torch (10), trail rations (5), underwater goggles, waterskin, 15 gp

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**Tracked Resources**

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Burn 1/round (5 nonlethal/burn, 8/day) - 0/8 □□□□□□□□

Dagger - 0/1□

Dagger - 0/1□

Mage Hand (At will) - 0/0

Prestidigitation (At will) - 0/0

Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

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**Special Abilities**

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**Burn 1/round (5 nonlethal/burn, 8/day)** Burn HP to gain greater effects on your wild talents.

**Cold Adaptation (Sp)** Endure elements against cold, and gain Cold Resistance = 2x current burn

**Deliver Touch Spells Through Familiar (Su)** Your familiar can deliver touch spells for you.

**Elemental Overflow (Ex)** Gain a bonus to hit and damage with your blast when you use burn. + to hit = to burn

**Elemental Whispers (Su)** Element universal; Type utility (Su); Level 1; Burn 0

You form a friendship with a fragment of your element. The element speaks back to you empathically, like

a familiar. Pick a type of creature usually allowed as a familiar.

**Empathic Link with Familiar (Su)** You have an empathic link with your Arcane Familiar.

**Extended Range** Kinetic blast has range of 120ft. **+1 Burn**

**Familiar Bonus:** You gain the Alertness feat while your familiar is within arm's reach.

**Focused Blast** Enhancement bonus on attack roll and CL check to overcome spell resistance. **+2 Burn**

**Gather Power (Su)** Move: reduce the burn cost of a blast by 1 or Full-round: reduce the burn cost of a

blast by 2

**Infusion Specialization 1 (Ex)** Reduce burn cost of blasts with infusions by 1

**Kinetic Blast (Sp)** The kineticist can unleash her kinetic blast at a range of 30 feet at will.

**Kinetic Fist (1d6 blast damage)** Your natural and unarmed attacks do extra damage. **+1 Burn**

**Metakinesis (Su)** By accepting burn you affect your kinetic blast as if using a metamagic ability.

**Point-Blank Shot** +1 to attack and damage rolls with ranged weapons at up to 30 feet.

**Precise Shot** You don't get -4 to hit when shooting or throwing into melee.

**Share Spells with Familiar** Can cast spells with a target of "You" on the familiar with a range of touch.

**Speak with Familiar (Ex)** You can communicate verbally with your familiar.

**Water Blast (Sp)** Level 2; Burn 0

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**Arcane Familiar** CR –

Small water elemental ( *Pathfinder RPG Bestiary* 126)

N Small outsider (elemental, extraplanar, water)

**Init** +0; **Senses** darkvision 60 ft.; Perception +8

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**Defense**

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**AC** 20, touch 11, flat-footed 20 (+9 natural, +1 size)

**hp** 26 (2d10+2)

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

**Defensive Abilities** improved evasion; **Immune** elemental traits

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**Offense**

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**Speed** 20 ft., swim 90 ft.

**Melee** unarmed strike +7 (1d2+3 nonlethal) or

slam +7 (1d6+4)

**Special Attacks** deliver touch spells, drench, vortex (DC 14), water mastery

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**Statistics**

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**Str** 17, **Dex** 10, **Con** 13, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +5; **CMD** 15

**Feats** Power Attack

**Skills** Acrobatics +6 (+2 to jump), Escape Artist +5, Knowledge (planes) +3, Perception +8, Stealth +11,

Swim +19, Use Magic Device +4

**Languages** speak with master

**SQ** empathic link

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**Tracked Resources**

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-none-

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**Special Abilities**

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**Darkvision (60 feet)** You can see in the dark (black and white only).

**Deliver Touch Spells (Su)** Deliever master's touch spells.

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can

dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Elemental Traits** Elementals have many immunities.

**Empathic Link (Su)** You have an empathic link with your master.

**Immunity to Bleed** You are immune to bleed.

**Immunity to Critical Hits** You are immune to Critical Hits

**Immunity to Flanking** You are immune to flanking.

**Immunity to Paralysis** You are immune to paralysis.

**Immunity to Poison** You are immune to poison.

**Immunity to Precision Damage** You are immune to Precision Damage

**Immunity to Sleep** You are immune to sleep effects.

**Immunity to Stunning** You are immune to being stunned.

**Improved Evasion (Ex)** No damage on successful reflex save; half on failed save.

**Power Attack -1/+2** You can subtract from your attack roll to add to your damage.

**Share Spells** Spells with a target of "You" can be delivered by a familiar with a range of touch.

**Speak with Master (Ex)** You can communicate verbally with your master.

**Swim (90 feet)** You have a Swim speed.

**Vortex (10-20 ft. deep, 10 ft. wide, 1d6+3 damage, DC 14) (Su)** Become a vortex which damages foe

in same square and may trap them within (Ref part).

**Water Mastery (Ex)** +1 to hit, dam, bull rush, and overrun if both self and foe are in water, -4 otherwise.

**Cleric**

Human cleric of Desna 5

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CG Medium humanoid (human)

**Init** +6; **Senses** Perception +7

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**Defense**

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**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 36 (5d8+10)

**Fort** +5, **Ref** +4, **Will** +7; +2 trait bonus vs. charm and compulsion

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**Offense**

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**Speed** 40 ft.

**Melee** *+1 longspear* +8 (1d8+7/×3) or

dagger +7 (1d4+4/19-20) or

unarmed strike +7 (1d3+4 nonlethal)

**Ranged** mwk sling +6 (1d4+4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with +1 longspear)

**Special Attacks** luck variant channeling 2/day (DC 11, 3d6 plus 2 channel bonus)

**Domain Spell-Like Abilities** (CL 5th; concentration +8)

6/day—bit of luck

**Cleric Spells Prepared** (CL 5th; concentration +8)

3rd—*fly*D, *summon monster III* (2)

2nd—*aid*D, *aid*, *bull's strength* (2)

1st—*comprehend languages* , *divine favor* (2), *obscuring mist* , *true strike*D

0 (at will)— *detect magic* , *guidance*, *light*, *mending*, *scrivener's chant*

**D** Domain spell; **Domains** Luck, Travel

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**Statistics**

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**Str** 18, **Dex** 14, **Con** 12, **Int** 12, **Wis** 16, **Cha** 9

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Sacred Summons UM

**Traits** birthmark, deft dodger

**Skills** Acrobatics +12 (+16 to jump), Artistry (musical composition) +6, Diplomacy +4, Fly +6, Knowledge

(arcana) +5, Knowledge (history) +5, Knowledge (nobility) +5, Knowledge (planes) +5, Knowledge (religion)

+5, Perception +7, Perform (sing) +1, Profession (astronomer) +12, Sense Motive +7, Spellcraft +5

**Languages** Common, Elven

**SQ** agile feet (6/day)

**Combat Gear** *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*, sharpstone bullet (10), softstone bullet (10); **Other Gear** *+1 mithral shirt* , *+1 longspear* , dagger, mwk sling, sling bullets (20), *boots of elvenkind* , *handy haversack* , *traveler's any-tool* UE, bedroll, belt pouch, candle (10), flint and steel, hemp rope (50 ft.), holy text (Desna) UE, mess kit UE, pot, soap, spell component pouch, torch (10), trail rations (5), underwater goggles, waterskin, 3 gp, 7 sp

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**Tracked Resources**

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Agile Feet (6/day) (Su) - 0/6 □□□□□□

Bit of Luck (6/day) (Sp) - 0/6 □□□□□□

Dagger - 0/1 □

Luck Variant Channeling 3d6 plus 2 channel bonus (2/day, DC 11) (Su) - 0/2 □□

Sling bullets - 0/20 □□□□□□□□□□□□□□□□□□□□

Sling bullets, sharpstone - 0/10 □□□□□□□□□□

Sling bullets, softstone - 0/10 □□□□□□□□□□

Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

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**Special Abilities**

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**Agile Feet (6/day) (Su)** For 1 rd, you ignore difficult terrain.

**Bit of Luck (6/day) (Sp)** Target takes the higher of 2d20 for a d20 roll.

**Cleric Domain (Luck)** Granted Powers: You are infused with luck, and your mere presence can spread

good fortune.

**Cleric Domain (Travel)** Granted Powers: You are an explorer and find enlightenment in the simple joy of

travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

**Combat Reflexes (3 AoO/round)** Can make extra attacks of opportunity/rd, and even when flat-footed.

**Luck Variant Channeling (±2 Sacred)** Bonus to one roll/penalty on all rolls

**Luck Variant Channeling 3d6 plus 2 channel bonus (2/day, DC 11) (Su)** Positive energy heals the

living and harms the undead; negative has the reverse effect.

**Power Attack -1/+2** You can subtract from your attack roll to add to your damage.

**Sacred Summons** Summon monsters whose alignment subtype matches yours as a standard action

**Fighter**

Human fighter 5

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CG Medium humanoid (human)

**Init** +2; **Senses** Perception +5

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**Defense**

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**AC** 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)

**hp** 47 (5d10+15)

**Fort** +7, **Ref** +4, **Will** +5 (+1 vs. fear)

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**Offense**

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**Speed** 30 ft. (20 ft. in armor)

**Melee** *+1 scimitar* +9 (1d6+7/18-20) or

gauntlet (from armor) +10 (1d3+5) or

heavy shield bash +6 (1d4+2) or

unarmed strike +10 (1d3+5 nonlethal)

**Special Attacks** weapon training (heavy blades +1)

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**Statistics**

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**Str** 21, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 7

**Base Atk** +5; **CMB** +10; **CMD** 22

**Feats** Advanced Armor Training, Advanced Weapon Training, Improved Shield Bash, Power Attack, Shield

Focus, Two-weapon Fighting, Weapon Focus (scimitar)

**Traits** armor expert, indomitable faith

**Skills** Acrobatics -3 (-7 to jump), Climb +7, Craft (armor) +7, Craft (blacksmith) +6, Handle Animal +6,

Intimidate +2, Knowledge (dungeoneering) +4, Perception +5, Ride +1, Swim +4

**Languages** Common

**SQ** armor training 1

**Combat Gear** *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*; **Other Gear** *+1 agile halfplate*APG, *+1 heavy steel shield* , *+1 scimitar* , *cloak of resistance +1* , *handy haversack* , *neverspill goblet* , *traveler's any-tool* UE, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), mess kit UE, pot, soap, torch (10), trail rations (5), underwater goggles, waterskin, 8 gp

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**Tracked Resources**

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Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

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**Special Abilities**

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**Advanced Weapon Training** You are specially trained to use your weapon skills in new ways.

Prerequisites: Fighter level 5th, weapon training class feature.

Benefit: Select one advanced weapon training option, applying it to one fighter weapon group you h

**Armed Bravery (+1/+2) (Ex)** Add bravery bonus to will save, Intim. DC to demoralize you increases by

amount shown.

**Armor Specialization +1 (Agile half-plate) (Ex)** Increase armor bonus of chosen armor.

**Armor Training 1 (Ex)** Worn armor -1 check penalty, +1 max DEX.

**Improved Shield Bash** You still get your shield bonus while using Shield Bash.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Weapon Training (Blades, Heavy) +1 (Ex)** +1 Attack, Damage, CMB, CMD with Heavy Blades

**Magus**

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 Elf magus 5 ( *Pathfinder RPG Ultimate Magic* 9)

CG Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +3

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 **Defense**

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**AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

**hp** 42 (5d8+16)

**Fort** +7, **Ref** +6, **Will** +6; +2 vs. enchantments

**Immune** sleep

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**Offense**

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**Speed** 30 ft.

**Melee** *+1 scimitar* +8 (1d6+5/18-20) or

unarmed strike +7 (1d3+2 nonlethal)

**Ranged** composite longbow +7 (1d8+1/×3)

**Special Attacks** arcane pool (+2, 4 points), magus arcana (arcane accuracy UM), spell combat, spell recall,

spellstrike

**Magus Spells Prepared** (CL 5th; concentration +7)

2nd—*frigid touch*UM, *glitterdust* (DC 14), *mirror image*

1st—*shield* (2), *shocking grasp* (2), *true strike*

0 (at will)— *arcane mark* , *detect magic* , *light*, *prestidigitation*, *ray of frost*

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**Statistics**

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**Str** 14, **Dex** 18, **Con** 14, **Int** 14, **Wis** 12, **Cha** 9

**Base Atk** +3; **CMB** +5; **CMD** 19

**Feats** Combat Casting, Dervish Dance ISWG, Toughness, Weapon Finesse

**Traits** magical lineage, reactionary

**Skills** Craft (blacksmith) +10, Craft (weapons) +9, Fly +7, Knowledge (arcana) +10, Knowledge

(dungeoneering) +8, Knowledge (planes) +8, Perception +3, Perform (dance) +4, Ride +7, Spellcraft +10

(+12 to identify magic item properties), Swim +5, Use Magic Device +3; **Racial Modifiers** +2 Perception,

+2 Spellcraft to identify magic item properties

**Languages** Common, Draconic, Elven, Gnome

**SQ** elven magic

**Combat Gear** *pearl of power (1st level)* (2), *potion of cure light wounds* (2), *potion of cure moderate*

*wounds*, *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*; **Other Gear** *+1 chain shirt* , *+1 scimitar*, arrows (40), composite longbow (+1 Str), *cloak of resistance +1* , *handy haversack* , *traveler's anytool*UE, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), ink, inkpen, magus starting spellbook, mess kitUE, pot, soap, spell component pouch, torch (10), trail rations (5), underwater goggles, waterskin, 13 gp

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**Tracked Resources**

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Arcane Pool +2 (4/day) (Su) - 0/4 □□□□

Arrows - 0/40 □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Pearl of power (1st level, 2/day) - 0/2 □□

Potion of cure light wounds - 0/2 □□

Potion of cure moderate wounds - 0/1 □

Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

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**Special Abilities**

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**Arcane Accuracy +2 (Su)** 1 Arcane Pool: +2 to attack rolls until the end of your turn.

**Arcane Pool +2 (4/day) (Su)** Infuse own power into a held weapon, granting enhancement bonus or

selected item powers.

**Combat Casting** +4 to Concentration checks to cast while on the defensive.

**Dervish Dance** Use Dex modifier instead of Str modifier with scimitar

**Elven Immunities - Sleep** You are immune to magic sleep effects.

**Elven Magic** +2 to spellcraft checks to determine the properties of a magic item.

**Low-Light Vision** See twice as far as a human in dim light, distinguishing color and detail.

**Spell Combat (Ex)** Use a weapon with one hand at -2 and cast a spell with the other.

**Spell Recall (Su)** Spend your Arcane Pool to recall spells you have already cast.

**Spellstrike (Su)** Deliver touch spells as part of a melee attack.

**Monk**

Dwarf unchained monk 5 ( *Pathfinder Unchained* 14)

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LN Medium humanoid (dwarf)

**Init** +8; **Senses** darkvision 60 ft.; Perception +13 (+15 to notice unusual stonework)

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**Defense**

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**AC** 18, touch 18, flat-footed 16 (+1 deflection, +2 Dex, +1 monk, +4 Wis)

**hp** 47 (5d10+15)

**Fort** +7, **Ref** +7, **Will** +6; +2 vs. poison, spells, and spell-like abilities, +2 vs. enchantments

**Defensive Abilities** defensive training, evasion; **Immune** disease

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**Offense**

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**Speed** 30 ft.

**Melee** *unarmed strike* +10/+10 (1d8+4) or

nine-section whip +8/+8 (1d8+3/19-20)

**Ranged** shuriken +7/+7 (1d2+3)

**Special Attacks** flurry of blows (unchained), hatred, stunning fist (5/day, DC 16), style strike

**Monk (Unchained) Spell-Like Abilities** (CL 5th; concentration +4)

—barkskin (self only, 1 ki) UM

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**Statistics**

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**Str** 16, **Dex** 14, **Con** 15, **Int** 9, **Wis** 18, **Cha** 8

**Base Atk** +5; **CMB** +8 (+10 grapple); **CMD** 26 (30 vs. bull rush, 28 vs. grapple, 30 vs. trip)

**Feats** Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Pummeling

StyleACG, Stunning Fist, Weapon Focus (unarmed strike)

**Traits** reactionary, seeker

**Skills** Acrobatics +8, Appraise -1 (+1 to assess nonmagical metals or gemstones), Craft (stonemasonry)

+6, Knowledge (history) +6, Knowledge (religion) +4, Perception +13 (+15 to notice unusual stonework),

Perform (wind instruments) +6, Ride +6, Stealth +8, Swim +7; **Racial Modifiers** +2 Appraise to assess

nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** fast movement (unchained), ki pool (6 points magic), ki power (qinggong power), style strike (flying

kick)

**Combat Gear** *potion of cure light wounds* (3), *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*; **Other Gear** nine-section whip UC, shuriken (20), *amulet of mighty fists +1* , *cloak of resistance +1*, *handy haversack* , *ring of protection +1* , *traveler's any-tool* UE, belt pouch, blanket APG, hemp rope (50 ft.), soap, torch (10), trail rations (5), underwater goggles, waterskin, 32 gp

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**Tracked Resources**

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Barkskin (self only, 1 Ki) (Sp) - 0/0

Deflect Arrows (1/round) - 0/1 □

Ki Pool (6/day) (Su) - 0/6□□□□□□

Potion of cure light wounds - 0/3 □□□

Shuriken - 0/20□□□□□□□□□□□□□□□□□□□□

Stunning Fist (5/day, DC 16) - 0/5 □□□□□

Style Strike (1/round) (Ex) - 0/1 □

Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

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**Special Abilities**

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**Barkskin (self only, 1 Ki) (Sp)** Self Only. Costs 1 ki point to activate.

**Darkvision (60 feet)** You can see in the dark (black and white only).

**Defensive Training +4** Gain a dodge bonus to AC vs. monsters of the Giant subtype.

**Deflect Arrows (1/round)** While have an empty hand, negate one ranged weapon hit you are aware of

(unless from a massive weapon).

**Evasion (Ex)** If succeed on Reflex save for half dam, take none instead.

**Fast Movement (Unchained) (+10 ft.)** The Monk adds 10 or more feet to his base speed.

**Flurry of Blows (Unchained) (Ex)** As full-rd action, gain extra attacks with unarmed strike/monk

weapons.

**Flying Kick (max 10 ft.)** Before kick attack, move up to fast move bonus as part of flurry.

**Greed** +2 to Appraise to determine price of nonmagic goods with precious metals or gemstones.

**Hatred +1** Gain a racial bonus to attacks vs. Goblinoids/Orcs.

**Immunity to Disease** You are immune to diseases.

**Improved Grapple** You don't provoke attacks of opportunity when grappling a foe.

**Improved Unarmed Strike** Unarmed strikes don't cause attacks of opportunity, and can be lethal.

**Ki Pool (6/day) (Su)** You have a ki pool equal to 1/2 your monk level + your Wisdom modifier.

**Pummeling Style** Total damage from all unarmed attacks before appplying DR.

**Stonecunning +2** +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

**Stunning Fist (5/day, DC 16)** You can stun an opponent with an unarmed attack.

**Style Strike (1/round) (Ex)** During flurry of blows, one or more unarmed strikes has an extra effect.

**Rogue**

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Elf unchained rogue 5 ( *Pathfinder Unchained* 20)

NG Medium humanoid (elf)

**Init** +5; **Senses** low-light vision; Perception +11

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**Defense**

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**AC** 19, touch 16, flat-footed 14 (+3 armor, +1 deflection, +5 Dex)

**hp** 36 (5d8+10)

**Fort** +4, **Ref** +10, **Will** +3; +2 vs. enchantments

**Defensive Abilities** danger sense +1, evasion, uncanny dodge; **Immune** sleep

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**Offense**

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**Speed** 30 ft.

**Melee** *+1 elven curve blade* +9 (1d10+8/18-20) or

dagger +8 (1d4+5/19-20) or

dagger +8 (1d4+5/19-20) or

unarmed strike +8 (1d3+5 nonlethal)

**Ranged** composite longbow +8 (1d8/×3)

**Special Attacks** sneak attack (unchained) +3d6

**Rogue (Unchained) Spell-Like Abilities** (CL 5th; concentration +5)

At will—minor magic

2/day—major magic

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**Statistics**

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**Str** 10, **Dex** 20, **Con** 12, **Int** 14, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +3; **CMD** 19

**Feats** Exotic Weapon Proficiency (elven curve blade), Extra Rogue Talent APG, Improved Weapon Finesse, Weapon Finesse

**Traits** armor expert, forlorn

**Skills** Acrobatics +13, Appraise +6, Bluff +8, Climb +6, Craft (traps) +11, Diplomacy +4, Disable Device +17, Escape Artist +13, Knowledge (dungeoneering) +9, Knowledge (local) +7, Perception +11, Ride +6, Sense Motive +7, Sleight of Hand +13, Stealth +13, Swim +4, Use Magic Device +8; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Celestial, Common, Elven, Gnome

**SQ** debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, elven magic, rogue talents (major magic, minor magic, positioning attack APG), trapfinding +2

**Combat Gear** *potion of cure light wounds* (2), *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*, caltrops;

**Other Gear** *+1 darkleaf cloth leather armor* , *+1 elven curve blade* , arrows (40), composite longbow, dagger, dagger, *cloak of resistance +1* , *handy haversack* , *ring of protection +1* , *traveler's any-tool* UE, bedroll, belt pouch, chalk (10), flint and steel, grappling hook, hemp rope (50 ft.), masterwork thieves' tools, mess kit UE, mirror, piton (10), pot, soap, torch (10), trail rations (5), underwater goggles, waterskin, 11 gp

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**Tracked Resources**

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Arrows - 0/40 □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Dagger - 0/1 □

Dagger - 0/1 □

Major Magic (Vanish, 2/day) (Sp) - 0/2 □□

Minor Magic (Acid Splash, At will) (Sp) - 0/0

Positioning Attack (1/day) (Ex) - 0/1 □

Potion of cure light wounds - 0/2 □□

Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

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**Special Abilities**

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**Danger Sense +1 (Ex)** +1 bonus on reflex saves and AC against traps.

**Debilitating Injury: Bewildered -2/-4 (Ex)** Foe who takes sneak attack damage takes AC pen (more vs. striker) for 1 rd.

**Debilitating Injury: Disoriented -2/-4 (Ex)** Foe who takes sneak attack damage takes attack pen (more vs. striker) for 1 rd.

**Debilitating Injury: Hampered (Ex)** Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 rd.

**Elven Immunities - Sleep** You are immune to magic sleep effects.

**Elven Magic** +2 to spellcraft checks to determine the properties of a magic item.

**Evasion (Ex)** If succeed on Reflex save for half dam, take none instead.

**Improved Weapon Finesse** Gain Dex on damage with Finesse weapons.

**Low-Light Vision** See twice as far as a human in dim light, distinguishing color and detail.

**Major Magic (Vanish, 2/day) (Sp)** Gain the chosen 1st-level spell as a spell-like ability.

**Minor Magic (Acid Splash, At will) (Sp)** Gain the chosen cantrip as a spell-like ability.

**Positioning Attack (1/day) (Ex)** When hit a foe in melee, move up to 30 ft without AoO, but must end adjacent to that foe.

**Sneak Attack (Unchained) +3d6** Attacks deal extra dam if flank foe or if foe is flat-footed.

**Trapfinding +2** Gain a bonus to find or disable traps, including magical ones.

**Uncanny Dodge (Ex)** Retain DEX bonus to AC when flat-footed.

**Shifter**

Human shifter 5 (*Ultimate Wilderness* 26)

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NG Large humanoid (human)

**Init** +4; **Senses** low-light vision, scent; Perception +10

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**Defense**

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**AC** 19, touch 15, flat-footed 17 (+3 defensive instinct, +1 deflection, +2 Dex, +4 natural, -1 size)

**hp** 43 (5d10+11)

**Fort** +6, **Ref** +6, **Will** +4

**Defensive Abilities** defensive instinct +3/+2

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**Offense**

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**Speed** 40 ft.

**Melee** *unarmed strike* +11 (1d4+7) or

(M) dagger +8 (1d4+6/19-20) or

(M) dagger +8 (1d4+6/19-20) or

**Claws Extended** *2 claws* +10 (1d6+5)

**Dire Tiger** *bite* +11 (2d6+7 plus grab), *2 claws* +11 (2d6+7 plus grab)

**Giant Frog** *bite* +11 (1d6+10 plus grab)

**Ranged** (M) sling +4 (1d4+6)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** aspects (frog UW, tiger UW), pounce, shifter claws, wild shape (7 hours/day)

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**Statistics**

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**Str** 18, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

**(Tiger/Frog) Str** 22, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +5; **CMB** +12 (+18 grapple); **CMD** 28 (30 vs. grapple)

**Feats** Improved Grapple, Improved Natural Attack (claw), Improved Unarmed Strike, Shifter's Rush UW

**Traits** indomitable faith, reactionary

**Skills** Acrobatics +10 (+14 to jump), Climb +10, Craft (carpentry) +8, Craft (ships) +7, Handle Animal +7,

Knowledge (nature) +6, Perception +10, Stealth +6, Survival +8, Swim +13

**Languages** Common, Druidic

**SQ** shifter aspect (minor: 9 min./day, major: 0 sust 7 hours/day), track +2, trackless step, wild empathy

+5, woodland stride

**Combat Gear** *potion of cure light wounds* (2 *Potion of freedom of movement (CL 9th), Potion of water breathing, Potion of Endure Elements*, sharpstone bullet (10), softstone bullet (10); **Other Gear** *+1 hide shirt*, dagger, dagger, sling, sling bullets (20), *amulet of mighty fists +1*, *handy haversack*, *ring of protection +1*, *traveler's any-tool* UE, bedroll, belt pouch, blanket APG, flint and steel, hemp rope (50 ft.), mess kit UE, pot, torch (10), trail rations (5), underwater goggles, waterskin, 16 gp, 6 sp

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**Tracked Resources**

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Dagger - 0/1 □

Dagger - 0/1 □

Potion of cure light wounds - 0/2 □□

Shifter Aspect (9 minutes/day) (Su) - 0/9 □□□□□□□□□

Sling bullets - 0/20 □□□□□□□□□□□□□□□□□□□□

Sling bullets, sharpstone - 0/10 □□□□□□□□□□

Sling bullets, softstone - 0/10 □□□□□□□□□□

Torch - 0/10 □□□□□□□□□□

Trail rations - 0/5 □□□□□

Wild Shape (7 hours/day) (Su) - 0/7. □□□□□□□

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**Special Abilities**

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**Defensive Instinct +3/+2 (Ex)** +3 AC & CMD unarmored and unshielded or +2 with nonmetal armor or

shield

**(Tiger/Frog) Grab: Bite or Claw (Large) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Improved Grapple** You don't provoke attacks of opportunity when grappling a foe.

**Improved Unarmed Strike** Unarmed strikes don't cause attacks of opportunity and can be lethal.

**(Tiger/Frog) Low-Light Vision** See twice as far as a human in dim light, distinguishing color and detail.

**(Tiger)Pounce (Ex)** You can make a full attack as part of a charge.

**(Tiger/Frog) Scent (Ex)** Detect opponents within 15+ ft. by sense of smell.

**Shifter Aspect (9 minutes/day) (Su)** Gain abilities of selected animal aspects.

**Shifter Aspect (Frog, +4 Jump) (Su)** Minor Form: +4 competence bonus to Acrobatics (Jump) and Swim.

Major Form: large frog.

**Shifter Aspect (Tiger, +2 Dex) (Su)** Minor Form: +2 enhancement bonus to Dexterity. Major Form: dire

tiger.

**Shifter's Rush** Use wild shape as a free action when you charge or move more than 10 feet.

**Track +2** Add the listed bonus to Survival checks made to track.

**Trackless Step (Ex)** You do not leave a trail as you move through natural surroundings.

**Wild Empathy +5 (Ex)** Improve the attitude of an animal, as if using Diplomacy.

**Wild Shape (7 hours/day) (Su)** Shapeshift into a major form of your aspects.

**Woodland Stride (Ex)** Move through undergrowth at normal speed.

*This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly.*

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**Giant Crab** CR 2

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**XP 600**

Male giant crab ( *Pathfinder RPG Bestiary* 50)

N Medium vermin (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

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**Defense**

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**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

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**hp** 19 (3d8+6)

**Fort** +5, **Ref** +2, **Will** +1

**Immune** mind-affecting effects

**Weaknesses** water dependency

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**Offense**

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**Speed** 30 ft., swim 20 ft.

**Melee** 2 claws +4 (1d4+2 plus grab)

**Special Attacks** constrict (1d4+2)

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**Statistics**

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**Str** 15, **Dex** 13, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +4 (+8 grapple); **CMD** 15

**Skills** Perception +4, Swim +10; **Racial Modifiers** +4 Perception

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**Ecology**

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**Environment** any aquatic

**Organization** solitary or cast (2-12)

**Treasure** none

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**Special Abilities**

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**Darkvision (60 feet)** You can see in the dark (black and white only).

**Grab: Claw (Medium) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Immunity to Mind-Affecting effects** You are immune to Mind-Affecting effects.

**Swim (20 feet)** You have a Swim speed.

**Water Dependency (Ex)** Giant crabs can survive out of the water for 1 hour per point of Constitution.

Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

*This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine*

*head features a toothy maw.*

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**Sahuagin** CR 2

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**XP 600**

Male sahuagin ( *Pathfinder RPG Bestiary* 239)

LE Medium monstrous humanoid (aquatic)

**Init** +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

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**Defense**

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**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +4, **Will** +4

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**Weaknesses** light blindness

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**Offense**

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**Speed** 30 ft., swim 60 ft.

**Melee** trident +4 (1d8+3) or

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bite -1 (1d4+1), 2 claws -1 (1d4+1)

**Ranged** heavy crossbow +3 (1d10/19-20)

**Special Attacks** blood frenzy

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**Statistics**

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**Str** 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Great Fortitude

**Skills** Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

**Languages** Aquan, Common; speak with sharks

**Other Gear** crossbow bolts (10), heavy crossbow, trident

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**Ecology**

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**Environment** temperate or warm ocean

**Organization** solitary, pair, team (5-8), patrol (11-20 plus 1 lieutenant of 3rd level and 1-2 sharks), band

(20-80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and

1-2 sharks), or tribe (70-160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain

of 4th level per 40 adults, 9 guards of 4th level, 1-4 underpriestesses of 3rd-6th level, 1 priestess of 7th

level, 1 baron of 6th-8th level, and 5-8 sharks)

**Treasure** npc gear (trident, heavy crossbow with 10 bolts, other treasure)

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**Special Abilities**

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**Blindsense (30 feet) (Ex)** Sense things and creatures without seeing them.

**Blood Frenzy (1/day) (Ex)** After taking damage fly into frenzy: +2 Con, +2 Str, -2 AC

**Darkvision (60 feet)** You can see in the dark (black and white only).

**Light Blindness (Ex)** Bright light blinds for 1 rd, then dazzled as long as remain in it.

**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150

feet. This communication is limited to simple concepts, such as 'come here,' 'defend me,' or 'attack this

target.'

**Swim (60 feet)** You have a Swim speed.

**Sahuagin Lieutenant** CR 5

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**XP 1,600**

Sahuagin fighter 3 ( *Pathfinder RPG Bestiary* 239)

LE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +10

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**Defense**

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**AC** 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)

**hp** 50 (5d10+23)

**Fort** +6, **Ref** +7, **Will** +6 (+1 vs. fear)

**Weaknesses** light blindness

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**Offense**

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**Speed** 30 ft., swim 60 ft.

**Melee** +1 trident +11 (1d8+7), bite +4 (1d4+2) or

bite +9 (1d4+4), 2 claws +9 (1d4+4)

**Ranged** mwk underwater heavy crossbow +9 (1d10/19-20)

**Special Attacks** blood frenzy, rend (2 claws, 1d4+6)

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**Statistics**

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**Str** 19, **Dex** 16, **Con** 17, **Int** 12, **Wis** 15, **Cha** 8

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Greater Blood Frenzy, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)

**Skills** Climb +10, Handle Animal +4, Intimidate +11, Perception +10, Ride +7, Stealth +7, Survival +6,

Swim +16

**Languages** Aquan, Common; speak with sharks

**SQ** armor training 1

**Combat Gear** *potion of cure moderate wounds* ; **Other Gear** leather armor, *+1 trident* , dagger, mwk

underwater heavy crossbow ARG with 20 bolts, 421 gp

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**Special Abilities**

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**Armor Training 1 (Ex)** Worn armor -1 check penalty, +1 max DEX.

**Blindsense (30 feet) (Ex)** Sense things and creatures without seeing them.

**Blood Frenzy (1/day) (Ex)** After taking damage fly into frenzy: +2 Con, +2 Str, -2 AC

**Darkvision (60 feet)** You can see in the dark (black and white only).

**Greater Blood Frenzy** When you hit with 2 or more claw attacks, you may rend.

**Light Blindness (Ex)** Bright light blinds for 1 rd, then dazzled as long as remain in it.

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150

feet. This communication is limited to simple concepts, such as 'come here,' 'defend me,' or 'attack this

target.'

**Swim (60 feet)** You have a Swim speed.

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Powerful warriors occupy the top ranks of sahuagin society.

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**Sahuagin Baron** CR 9

**XP 6,400**

Male sahuagin fighter 7 ( *Pathfinder RPG Bestiary* 239)

LE Medium monstrous humanoid (aquatic)

**Init** +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

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**Defense**

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**AC** 25, touch 13, flat-footed 22 (+7 armor, +3 Dex, +5 natural)

**hp** 101 (9d10+52)

**Fort** +11, **Ref** +9, **Will** +7 (+2 vs. fear)

**Weaknesses** light blindness

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**Offense**

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**Speed** 30 ft., swim 60 ft.

**Melee** mwk trident +17/+12 (1d8+7) or

bite +15 (1d4+4 plus 1d6 cold), 2 claws +16 (1d4+6/19-20 plus 1d6 cold)

**Ranged** mwk underwater heavy crossbow +13 (1d10/19-20)

**Special Attacks** blood frenzy, rend (2 claws, 1d4+11 plus 1d6 cold), weapon training (natural +1)

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**Tactics**

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**Before Combat** The sahuagin baron drinks its *potions of bear's endurance* and *bull's strength* .

**Base Statistics** Without *bear's endurance* and *bull's strength* , the baron's statistics are **hp** 83; **Fort** +9;

**Melee** mwk trident +15/+10 (1d8+5), claw +14 (1d4+5/19-20 plus 1d6 cold), bite +13 (1d6+3 plus 1d6

cold); **Str** 20, **Con** 17; **CMB** +14, **CMD** 27

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**Statistics**

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**Str** 24, **Dex** 16, **Con** 21, **Int** 16, **Wis** 13, **Cha** 6

**Base Atk** +9; **CMB** +16; **CMD** 29

**Feats** Blood Tide, Combat Expertise, Greater Blood Frenzy, Improved Critical (claw), Lunge, Multiattack,

Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

**Skills** Climb +12, Intimidate +10, Knowledge (nobility) +12, Perception +13, Ride +14, Sense Motive +10,

Swim +18

**Languages** Aquan, Common, Infernal; speak with sharks

**SQ** armor training 2

**Combat Gear** *potion of bear's endurance* , *potion of bull's strength* , *potion of cure moderate wounds* ;

**Other Gear** *+1 breastplate* , mwk trident, mwk underwater heavy crossbow ARG with 20 bolts, *cloak of*

*resistance +1* , *frost amulet of mighty fists* , 1,033 gp

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**Special Abilities**

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**Armor Training 2 (Ex)** Worn armor -2 check penalty, +2 max DEX.

**Blindsense (30 feet) (Ex)** Sense things and creatures without seeing them.

**Blood Frenzy (1/day) (Ex)** After taking damage fly into frenzy: +2 Con, +2 Str, -2 AC

**Blood Tide** While in blood frenzy may sacrifice all atks to atk each bleeding or wounded opp in reach.

**Combat Expertise +/-3** Bonus to AC in exchange for an equal penalty to attack.

**Darkvision (60 feet)** You can see in the dark (black and white only).

**Greater Blood Frenzy** When you hit with 2 or more claw attacks, you may rend.

**Light Blindness (Ex)** Bright light blinds for 1 rd, then dazzled as long as remain in it.

**Lunge** Can increase reach by 5 ft, but take -2 to AC for 1 rd.

**Power Attack -3/+6** You can subtract from your attack roll to add to your damage.

**Speak with Sharks (Su)** A sahuagin can communicate telepathically with sharks to a distance of 150

feet. This communication is limited to simple concepts, such as 'come here,' 'defend me,' or 'attack this

target.'

**Swim (60 feet)** You have a Swim speed.

**Weapon Training (Natural) +1 (Ex)** +1 Attack, Damage, CMB, CMD with Natural weapons

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Powerful warriors occupy the top ranks of sahuagin society.

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*This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.*

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**Tiger Shark #1** CR 3

**XP 800**

Male tiger shark ( *Pathfinder RPG Bestiary* 247)

N Huge animal (aquatic)

**Init** +4; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +8

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**Defense**

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**AC** 15, touch 8, flat-footed 15 (+7 natural, -2 size)

**hp** 30 (4d8+12)

**Fort** +9, **Ref** +4, **Will** +2

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**Offense**

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**Speed** swim 60 ft.

**Melee** bite +6 (2d6+7)

**Space** 15 ft.; **Reach** 5 ft.

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**Statistics**

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**Str** 21, **Dex** 10, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +10; **CMD** 20

**Feats** Great Fortitude, Improved Initiative

**Skills** Perception +8, Swim +13

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**Ecology**

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**Environment** any ocean

**Organization** solitary, pair, school (3-6), or pack (7-13)

**Treasure** none

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**Special Abilities**

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**Blindsense (30 feet) (Ex)** Sense things and creatures without seeing them.

**Keen Scent (Ex)** While underwater, notice creatures in 180 ft with scent, or 1 mile if blood.

**Low-Light Vision** See twice as far as a human in dim light, distinguishing color and detail.

**Swim (60 feet)** You have a Swim speed.

*This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless*

*teeth.*

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**Shark** CR 2

**XP 600**

Male shark ( *Pathfinder RPG Bestiary* 247)

N Large animal (aquatic)

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**Init** +5; **Senses** blindsense 30 ft., keen scent, low-light vision; Perception +8

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**Defense**

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**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 22 (4d8+4)

**Fort** +7, **Ref** +5, **Will** +2

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**Offense**

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**Speed** swim 60 ft.

**Melee** bite +5 (1d8+4)

**Space** 10 ft.; **Reach** 5 ft.

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**Statistics**

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**Str** 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Great Fortitude, Improved Initiative

**Skills** Perception +8, Swim +11

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**Ecology**

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**Environment** any ocean

**Organization** solitary, pair, school (3-6), or pack (7-13)

**Treasure** none

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**Special Abilities**

—————

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