

Goblin Dog

Male Goblin Dog - CL1 - CR 1

True Neutral Animal

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 15 | +2 | |
| DEX DEXTERITY | 14 | +2 | |
| CON CONSTITUTION | 15 | +2 | |
| INT INTELLIGENCE | 2 | -4 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 8 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +4 = | +2 | +2 | | | | |
| REFLEX (DEXTERITY) | +4 = | +2 | +2 | | | | |
| WILL (WISDOM) | +1 = | | +1 | | | | |

Immunity to Disease

| | Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc | |
|-------------|-------|---------------------|--------|----------|-----------|-------|--------|-------|------|--|
| AC | 13 | = | | | +2 | | +1 | | | |
| Touch AC | 12 | Flat-Footed AC | | | | 11 | | | | |
| | | | BAB | Strength | Size | Misc | | | | |
| CM Bonus | +2 | = | - | +2 | - | - | | | | |
| | | | BAB | Strength | Dexterity | Size | | | | |
| CM Defense | 14 | = 10 | - | +2 | +2 | - | | | | |
| Base Attack | +0 | HP | | | | 9 | | | | |
| | | Damage / Current HP | | | | | | | | |
| Initiative | +2 | | | | | | | | | |
| Speed | 50 ft | | | | | | | | | |

Bite (Goblin Dog)

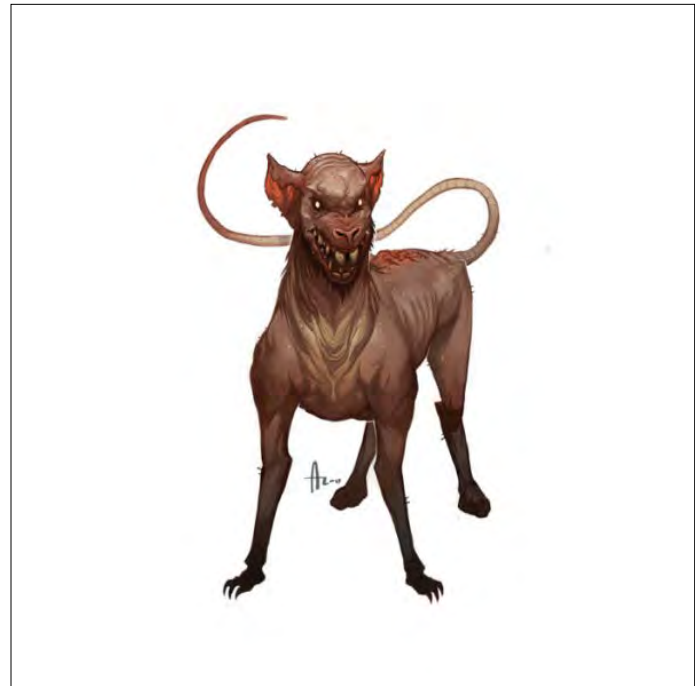
Main hand: +2, 1d6+3

Crit: x2
Light, B/P/S

Unarmed strike

Main hand: +2, 1d3+2

Crit: x2
Light, B, Nonlethal



| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics Speed greater than 30' : +8 jump | +2 | DEX (2) | - | |
| Appraise | -4 | INT (-4) | - | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +2 | STR (2) | - | |
| Diplomacy | -1 | CHA (-1) | - | |
| Disable Device | - | DEX (2) | - | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | +2 | DEX (2) | - | |
| Fly | +2 | DEX (2) | - | |
| Handle Animal | - | CHA (-1) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Linguistics | - | INT (-4) | - | |
| Perception | +1 | WIS (1) | - | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Sleight of Hand | - | DEX (2) | - | |
| Spellcraft | - | INT (-4) | - | |
| Stealth | +6 | DEX (2) | 1 | |
| Survival | +1 | WIS (1) | - | |
| Swim | +2 | STR (2) | - | |
| Use Magic Device | - | CHA (-1) | - | |

Feats

Toughness +3

Special Abilities

Allergic Reaction (DC 12) (Ex)

Special Abilities

Low-Light Vision
Scent (Ex)

Experience & Wealth

Current Cash: **You have no money!**

Goblin Dog – Abilities & Gear

Toughness +3

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Allergic Reaction (DC 12) (Ex) Racial Ability (Goblin Dog)

A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Immunity to Disease

Unknown

You are immune to diseases.

Low-Light Vision

Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.