

Tangletooth

Male Leopard - CL4 - CR 4

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+4	+2				
REFLEX (DEXTERITY)	+9 =	+4	+5				
WILL (WISDOM)	+2 =	+1	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =			+5		+3		+1	

Touch AC	16	Flat-Footed AC	13		
		BAB	Strength	Size	Misc

CM Bonus	+6 =	+3	+3	-	-
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CM Defense	22	= 10	BAB	Strength	Dexterity	Size
			+3	+3	+5	-

26 vs. Trip

Base Attack	+3	HP	26
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Initiative	+5	Damage / Current HP
Speed	50 ft	

Bite (Leopard)

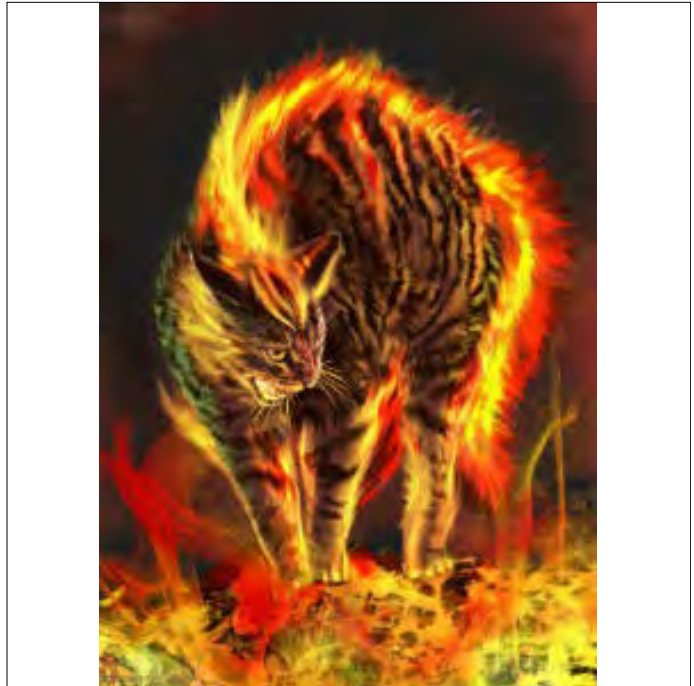
Main hand: +6, 1d6+3 Crit: x2
Light, B/P/S

Claw x2 (Leopard)

Main hand: +6, 1d3+3 Crit: x2
Light, B/S

Unarmed strike

Main hand: +6, 1d3+3 Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (5)	1	
Speed greater than 30' : +8 jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+7	STR (3)	1	
Diplomacy	-2	CHA (-2)	-	
Disable Device	-	DEX (5)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Handle Animal	-	CHA (-2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Linguistics	-	INT (-4)	-	
Perception	+5	WIS (1)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	-	DEX (5)	-	
Spellcraft	-	INT (-4)	-	
Stealth	+12	DEX (5)	1	
Leopard: +4 in Undergrowth				
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	
Use Magic Device	-	CHA (-2)	-	

Feats

Dodge
Skill Focus (Stealth)

Special Abilities

+4 Stealth in Undergrowth (Ex)
Evasion (Ex)
Low-Light Vision
Scent (Ex)
Sprint (1/hour) (Ex)
Trip (Ex)

Experience & Wealth

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

Tracked Resources

Sprint (1/hour) (Ex)



Tangletooth – Abilities & Gear

Dodge

Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Skill Focus (Stealth)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

+4 Stealth in Undergrowth (Ex) Racial Ability (Leopard)

You gain a bonus to Stealth Checks under the listed conditions.

Evasion (Ex)

Racial Ability (Master)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

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.

Sprint (1/hour) (Ex)

Racial Ability (Leopard)

Once per hour, you can move at 10 times your normal speed (500 feet) when you make a charge.

Trip (Ex)

Racial Ability (Leopard)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.