

Leech, Giant

Male Leech, Giant - CL3 - CR 2

True Neutral Vermin (Aquatic)

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	-	0	
WIS WISDOM	10	0	
CHA CHARISMA	1	-5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+2	=	+1	+1			
WILL (WISDOM)	+1	=	+1				

Immunity to Mind-Affecting attacks

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					

Touch AC	11	Flat-Footed AC	10	
		BAB	Strength	Size
				Misc

CM Bonus +2	=	+2	0	-	-
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CM Defense	13	=	10	BAB	Strength	Dexterity	Size
can't be Tripped				+2	0	+1	-

Base Attack	+2	HP	19
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Initiative	+1	Damage / Current HP
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Speed	5 ft
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Bite (Leech, Giant)

Main hand: +2, 1d6

Crit: x2
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed less than 30' : -12 jump				
Appraise	+0	INT (0)	-	
Bluff	-5	CHA (-5)	-	
Climb	+0	STR (0)	-	
Diplomacy	-5	CHA (-5)	-	
Disguise	-5	CHA (-5)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	-5	CHA (-5)	-	
Perception	+0	WIS (0)	-	
Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+1	DEX (1)	-	
Leech, Giant: +8 in swamps				
Survival	+0	WIS (0)	-	
Swim	+8	STR (0)	-	

Special Abilities

+8 Stealth in swamps (Ex)
Amphibious (Ex)
Attach (Ex)
Blindsight (30 feet)
Blood Drain (Ex)
Darkvision (60 feet)
Scent (Ex)
Susceptible to Salt (Ex)
Swimming (20 feet)

Gear

Total Weight Carried: 0/115lbs, Light Load
(Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)
Money

Experience & Wealth

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

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Leech, Giant – Abilities & Gear

+8 Stealth in swamps (Ex) **Racial Ability (Leech, Giant)**

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

Amphibious (Ex) **Racial Ability**

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Attach (Ex) **Racial Ability (Leech, Giant)**

When a giant leech hits with a bite attack, it latches onto its target and automatically grapples. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself-if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blindsight (30 feet) **Racial Ability**

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object).

Blood Drain (Ex) **Racial Ability (Leech, Giant)**

A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Darkvision (60 feet) **Racial Ability, Senses (Vermin)**

You can see in the dark (black and white vision only).

Immunity to Mind-Affecting attacks **Unknown**

You are immune to Mind-Affecting attacks.

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.

Susceptible to Salt (Ex) **Racial Ability (Leech, Giant)**

A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

Swimming (20 feet) **Unknown**

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.