

Shark

Male Shark - CL4 - CR 2
True Neutral Animal (Aquatic)

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	1	-5	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+1		+2	
REFLEX (DEXTERITY)	+5	=	+4	+1			
WILL (WISDOM)	+2	=	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=		+1	-1	+4			

Touch AC	10	Flat-Footed AC	13
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CM Bonus	Total	Base	Ability	Resist	Misc	Temp
+7	=	+3	+3	+1	-	

CM Defense	Total	Base	Ability	Resist	Misc	Temp
18	=	10	+3	+3	+1	+1

Base Attack	+3	HP	22
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Initiative	+5	Damage / Current HP	
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Speed	0 ft		
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Bite (Shark)

Main hand: **+5, 1d8+4**

Crit: x2
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	-5	INT (-5)	-	
Bluff	-4	CHA (-4)	-	
Climb	+3	STR (3)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Perception	+8	WIS (1)	4	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	-3	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+11	STR (3)	-	

Feats

Great Fortitude
Improved Initiative

Special Abilities

Blindsense (30 feet) (Ex)
Keen Scent (Ex)
Low-Light Vision
Swimming (60 feet)

Gear

Total Weight Carried: 0/520lbs, Light Load
(Light: 172lbs, Medium: 346lbs, Heavy: 520lbs)
Money

Experience & Wealth

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

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Shark – Abilities & Gear

Great Fortitude

Feat

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Blindsense (30 feet) (Ex)

Racial Ability

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Keen Scent (Ex)

Racial Ability (Shark)

A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Low-Light Vision

Racial Ability, Senses

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

Swimming (60 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.