

Crab, Giant

Male Crab, Giant - CL3 - CR 2

True Neutral Vermin (Aquatic)

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	-	0	
WIS WISDOM	10	0	
CHA CHARISMA	2	-4	

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	16	=		+1		+5			
Touch AC	11								
CM Bonus +8 Grappling	+4	=	+2	+2		-		-	
CM Defense	15	=	10	+2	+2	+1		-	
Base Attack			+2						
Initiative			+1						
Speed			30 ft						

Claw x2 (Crab, Giant)

Main hand: **+4, 1d4+2 plus grab**

Crit: x2
Light, B/S

Constrict (Crab, Giant)

Main hand: **+4, 1d4+2**

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	-4	CHA (-4)	-	
Climb	+2	STR (2)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	-4	CHA (-4)	-	
Perception	+4	WIS (0)	-	
Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+1	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	+10	STR (2)	-	

Special Abilities

Darkvision (60 feet)
Grab: Claw (Medium) (Ex)
Swimming (20 feet)
Water Dependency (Ex)

Gear

Total Weight Carried: 0/200lbs, Light Load
(Light: 66lbs, Medium: 133lbs, Heavy: 200lbs)
Money

Experience & Wealth

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

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Crab, Giant – Abilities & Gear

Darkvision (60 feet)

Racial Ability, Senses (Vermin)

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

Grab: Claw (Medium) (Ex)

Racial Ability (Crab, Giant)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Immunity to Mind-Affecting attacks

Unknown

You are immune to Mind-Affecting attacks.

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.

Water Dependency (Ex)

Racial Ability (Crab, Giant)

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.