

Spider Swarm

Male Spider Swarm - CL2 - CR 1

True Neutral Vermin (Swarm)

Ability	Score	Modifier	Temporary
STR STRENGTH	1	-5	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	-	0	
WIS WISDOM	10	0	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+3					
REFLEX (DEXTERITY)	+3 =		+3				
WILL (WISDOM)	+0 =						

Immunity to Critical Hits	Immunity to Precision Damage
Immunity to Flanking	Immunity to Staggered
Immunity to Mind-Affecting attacks	Swarm Traits

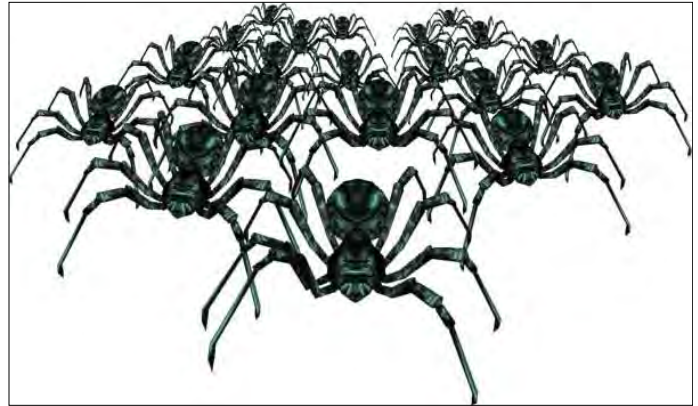
	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=		+3	+4				
Touch AC	17								
Flat-Footed AC	14								
CM Bonus	+0	=	+1	-5	-4				

		BAB	Strength	Dexterity	Size
CM Defense	5 = 10	+1	-5	+3	-4

can't be Bull Rushed; can't be Grappled; can't be Tripped

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Base Attack	+1	HP	9
Initiative	+3	Damage / Current HP	
Speed	20 ft		



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed less than 30' : -4 jump				
Appraise	+0	INT (0)	-	
Bluff	-4	CHA (-4)	-	
Climb	+11	DEX (3)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+9	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	-4	CHA (-4)	-	
Perception	+4	WIS (0)	-	
Ride	+3	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+15	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	+3	DEX (3)	-	

Special Abilities

Climbing (20 feet)
 Darkvision (60 feet)
 Distraction (DC 11) (Ex)
 Poison (DC 11) (Ex)
 Swarm Attack (1d6)
 Tremorsense (30 feet)
 Vulnerability to Area Effects

Gear

Total Weight Carried: 0/2.5lbs, Light Load
(Light: 0.75lbs, Medium: 1.5lbs, Heavy: 2.5lbs)
Money

Experience & Wealth

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

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Spider Swarm – Abilities & Gear

Climbing (20 feet) Unknown

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

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

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

Distraction (DC 11) (Ex) Racial Ability (Swarm)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Immunity to Critical Hits Unknown

You are immune to Critical Hits

Immunity to Flanking Unknown

You are immune to flanking.

Immunity to Mind-Affecting attacks Unknown

You are immune to Mind-Affecting attacks.

Immunity to Precision Damage Unknown

You are immune to Precision Damage

Immunity to Staggered Unknown

Immune to staggered.

Poison (DC 11) (Ex) Racial Ability (Spider Swarm)

Poison—Injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save.

Swarm Attack (1d6) Racial Ability

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD Swarm Base Damage

1-5 1d6

6-10 2d6

11-15 3d6

16-20 4d6

21 or more 5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarm Traits Racial Ability

A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Tremorsense (30 feet) Racial Ability

A creature with tremorsense automatically senses the location of anything in contact with the ground as long as it is on the ground. To detect a creature, the creature must be moving, but physical actions (including spells with somatic components) counts.

Vulnerability to Area Effects Unknown

You are vulnerable (+50% damage) to spells and effects that damage an area.