

Bunyip

Male Bunyip - CL5 - CR 3

True Neutral Magical Beast (Aquatic)

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	2	-4	
WIS WISDOM	11	0	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4	+1			
REFLEX (DEXTERITY)	+7	=	+4	+3			
WILL (WISDOM)	+1	=	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+3		+2			

Touch AC	13	Flat-Footed AC	12		
		BAB	Strength	Size	Misc

CM Bonus +6	=	+5	+1	-	-
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CM Defense	19	=	10	BAB	Strength	Dexterity	Size
				+5	+1	+3	-

Base Attack	+5	HP	32
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Initiative	+3	Damage / Current HP
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Speed	10 ft
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Bite (Bunyip)

Main hand: **+7, 1d8+1**

Crit: 19-20/x2
Light, B/P/S

Unarmed strike

Main hand: **+6, 1d3+1**

Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed less than 30' : -8 jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disable Device	-	DEX (3)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+5	DEX (3)	2	
Fly	+3	DEX (3)	-	
Handle Animal	-	CHA (-2)	-	
Heal	+0	WIS (0)	-	
Intimidate	-2	CHA (-2)	-	
Linguistics	-	INT (-4)	-	
Perception	+8	WIS (0)	2	
Ride	+3	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (-4)	-	
Stealth	+10	DEX (3)	1	
Survival	+0	WIS (0)	-	
Swim	+9	STR (1)	-	
Use Magic Device	-	CHA (-2)	-	

Feats

Improved Critical (Bite)
Skill Focus (Perception)
Skill Focus (Stealth)
Weapon Focus (Bite)

Special Abilities

Amphibious (Ex)

Special Abilities

Bleed (1d6) (Ex)
Blood Rage (Ex)
Darkvision (60 feet)
Keen Scent (Ex)
Low-Light Vision
Roar (DC 13) (Su)
Swimming (50 feet)

Experience & Wealth

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

Background

This cave is the lair of a dangerous coastal predator called a bunyip. A sleek aquatic hunter that looks something like a seal with fins and a mouth full of several rows of sharklike teeth, the bunyip has learned that food often falls down from the hole above, especially when it roars. It's grown somewhat lazy in its hunting as a result, and rarely leaves this cave anymore, spending much of its time sleeping on the southern ledge.

Bunyip – Abilities & Gear

Improved Critical (Bite)

Feat

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Skill Focus (Perception)

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.

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.

Weapon Focus (Bite)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

Amphibious (Ex)

Racial Ability

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

Bleed (1d6) (Ex)

Racial Ability (Bunyip)

A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Blood Rage (Ex)

Racial Ability (Bunyip)

A bunyip's blood rage ability activates whenever it detects blood in the water using its keen scent, but otherwise functions as the universal monster rule of the same name.

Darkvision (60 feet)

Racial Ability, Senses (Magical)

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

Keen Scent (Ex)

Racial Ability

The creature can notice other 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.

Roar (DC 13) (Su)

Racial Ability (Bunyip)

A bunyip's roar is supernaturally loud and horrifying. When a bunyip roars (a standard action the creature can perform at will), all hearing creatures with 4 or fewer HD within a 100-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. Whether or not the save is successful, creatures in the area are immune to the roar of that bunyip for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Constitution-based.

Swimming (50 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.