

Snake, Constrictor

Male Snake, Constrictor - CL3 - CR 2

True Neutral Animal

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
REFLEX (DEXTERITY)	+6	=	+3	+3			
WILL (WISDOM)	+2	=	+1	+1			

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

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

CM Bonus	+5	=	+2	+3	-	-
+9 Grappling						

CM Defense	18	=	10	+2	+3	+3	-
can't be Tripped							

Base Attack	+2	HP	19
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Initiative	+3	Damage / Current HP
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Speed	20 ft
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Bite (Snake, Constrictor)

Main hand: +5, 1d4+4 plus grab

Crit: x2
Light, B/P/S

Constrict (Snake, Constrictor)

Main hand: +5, 1d4+4

Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (3)	1	
Speed less than 30' : -4 jump				
Appraise	-5	INT (-5)	-	
Bluff	-4	CHA (-4)	-	
Climb	+11	STR (3)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Perception	+12	WIS (1)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+11	DEX (3)	1	
Survival	+1	WIS (1)	-	
Swim	+11	STR (3)	-	

Feats

Skill Focus (Perception)
Toughness +3

Special Abilities

Climbing (20 feet)
Grab: Bite (Medium) (Ex)
Low-Light Vision
Scent (Ex)
Swimming (20 feet)

Gear

Total Weight Carried: 0/260lbs, Light Load
(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)
Money

Experience & Wealth

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

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Snake, Constrictor – Abilities & Gear

<p>Skill Focus (Perception) Feat</p> <p>Choose a skill. You are particularly adept at that skill.</p> <p>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.</p> <p>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.</p>	<p>Scent (Ex) Racial Ability</p> <p>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.</p> <p>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.</p> <p>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.</p>
<p>Toughness +3 Feat</p> <p>You have enhanced physical stamina.</p> <p>Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).</p>	<p>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.</p>
<p>Climbing (20 feet) Unknown</p> <p>You have a climb speed.</p> <p>You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.</p>	<p>Swimming (20 feet) Unknown</p> <p>You have a swim speed.</p> <p>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.</p>
<p>Grab: Bite (Medium) (Ex) Racial Ability (Snake, Constrictor)</p> <p>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).</p> <p>Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.</p> <p>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.</p>	
<p>Low-Light Vision Racial Ability, Senses</p> <p>See twice as far as a human in low light, distinguishing color and detail.</p>	