

Stickfoot

Male Gecko, Giant - CL3 - CR 1

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	19	+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+1		+2	
REFLEX (DEXTERITY)	+7	=	+3	+4			
WILL (WISDOM)	+2	=	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=		+4	+1	+1			

Touch AC	Flat-Footed AC
15	12

CM Bonus	+6 Grappling
+2	=

CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+2	+1	+4	-1

Base Attack	+2	HP	16
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Initiative	+4	Damage / Current HP
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Speed	30 ft
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Bite (Gecko, Giant)

Main hand: +4, 1d6+1 plus grab Crit: x2
Light, B/P/S

Unarmed strike

Main hand: +4, 1d2+1 Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+13	STR (1)	1	
Diplomacy	-2	CHA (-2)	-	
Disable Device	-	DEX (4)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+6	DEX (4)	-	
Handle Animal	-	CHA (-2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Linguistics	-	INT (-4)	-	
Perception	+8	WIS (1)	1	
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	-	DEX (4)	-	
Spellcraft	-	INT (-4)	-	
Stealth	+16	DEX (4)	1	
Gecko, Giant: +4 in undergrowth				
Survival	+1	WIS (1)	-	
Swim	+1	STR (1)	-	
Use Magic Device	-	CHA (-2)	-	

Feats

Great Fortitude
Skill Focus (Perception)

Special Abilities

+4 Stealth in undergrowth (Ex)

Gear

Total Weight Carried: 0/150lbs, Light Load
(Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)
Money -

Experience & Wealth

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

Special Abilities

Climbing (30 feet)
Grab: Bite (Small) (Ex)
Low-Light Vision
Scent (Ex)

Stickfoot – 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.	Scent (Ex) Racial Ability 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. 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. 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. 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.
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.	
+4 Stealth in undergrowth (Ex) Racial Ability (Gecko, Giant) You gain a bonus to Stealth Checks under the listed conditions.	
Climbing (30 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.	
Grab: Bite (Small) (Ex) Racial Ability (Gecko, 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.	
Low-Light Vision Racial Ability, Senses See twice as far as a human in low light, distinguishing color and detail.	