



Image accessed at Wikipedia [here](#)

[Happy Thanksgiving! Enjoy the Bird!]

Commissioned by @arachcobra. Perhaps the most iconic Final Fantasy creature, appearing in their own spinoff series of games and having a unique version of their theme song (or two, or three) in every title since their introduction. If you want to drive yourself mad, there's a complete compilation on [YouTube](#). I am not enough of a masochist to come up with unique stats for all of the chocobo variations out there, but I have included a smattering below]

Chocobo

CR 3 NG Magical Beast

This bird is the size of a horse, with a broad beak and yellow feathers. Although its wings are stunted and seemingly without function, its legs are powerfully muscled.

Semi-intelligent flightless birds, the chocobos are beloved to those who know them and slightly baffling to those who don't. They are more than mere beasts, instead being kindly and friendly herbivores that happily work with humanoids as mounts or for labor in exchange for food and shelter. Those that treat them like animals are bound to find a chocobo a temperamental and unreliable partner. Chocobos are herbivores with a taste for plants most other species find pungent or toxic—in addition to eating these greens, they sequester their chemicals into their skin, giving them a characteristic odor.

Variant Chocobos

Due to their inherently magical nature, chocobos are prone to mutations and color variations, each of which has their own special powers. Each of the following chocobo variations is a CR 4 creature. A red chocobo is a chocobo with the advanced simple template, fire resistance 10 and the ability to cast *volcanic storm* as a spell-like ability once per day. A black chocobo is a chocobo with the advanced simple template and a fly speed of 60 feet (average maneuverability). A gold chocobo is a chocobo with the advanced simple template, the woodland stride special quality (as a druid) and *freedom of movement* as a constant spell-like ability (self only).

Chocobo

CR 3

XP 800

NG Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +11

Defense

AC 15, touch 10, flat-footed 14 (-1 size, +1 Dex, +5 natural)

hp 30 (4d10+12)

Fort +7, **Ref** +5, **Will** +3; +4 vs. poison

Defensive Abilities musky

Offense

Speed 50 ft.

Melee bite +6 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks trample (Ref DC 15, 1d8+4)

Statistics

Str 17, **Dex** 13, **Con** 17, **Int** 4, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 19

Feats Combat Reflexes, Nimble Moves

Skills Acrobatics +6 (+14 jumping), Perception +11; **Racial Modifiers** +4 Perception

Languages Common (cannot speak)

SQ strong back

Ecology

Environment warm and temperate plains and hills

Organization solitary, pair, clutch (3-8) or flock (9-24)

Treasure none

Special Abilities

Musky (Ex) A chocobo has a powerful odor. Creatures attempting to track a chocobo by scent have a +4 circumstance bonus to their Survival checks. However, a creature making a bite attack against a chocobo must succeed a DC 15 Fortitude save or be sickened for 1 round. A creature with the scent special quality takes a -2 penalty on this save. This is a poison effect, and the save DC is Constitution based.

Strong Back (Ex) A chocobo is treated as a quadruped for the purposes of calculating its carrying capacity.