

Grimm Shark

Male half-orc barbarian 9 (sea reaver)

NE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 120 ft.; Perception +14

Languages Common, Giant, Orc

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 armor, +1 Dex)

hp 111 (9 HD)

Fort +10, **Ref** +5, **Will** +6; +1 bonus vs. inhaled poisons and other airborne attacks that require you to breathe them

DR 1/—

OFFENSE

Speed 25 ft. (5 squares)

Melee +1 *lance* +17/+12 (1d8+11/×3) or

+1 *flaming armor spikes* +17/+12 (1d6+8 plus 1d6 fire) or

+1 *flaming armor spikes* +27 grapple (1d8+10 plus 1d6 fire) while grappling, or

+1 *spiked gauntlet* +17/+12 (1d4+8) or

+1 *spiked gauntlet* +17/+12 (1d4+8) or

Ranged +1 *adaptive orc hornbow* +11/+6 (2d6+8/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks rage (23 rounds/day), rage powers (animal fury, breathtaker, savage jaw, strength surge +9)

STATISTICS

Abilities Str 24 (+7), Dex 12 (+1), Con 16 (+3), Int 12 (+1), Wis 14 (+2), Cha 7 (–2)

Base Atk +9; **CMB** +16 (+21 to grapple, +28 to maintain grapples); **CMD** 27 (30 vs. grapple)

Feats Deadly Grappler, Dirty Fighting, Greater Grapple, Improved Grapple, Kraken Style

Skills Acrobatics +0 (+3 in aquatic terrain), Climb +18 (+21 in aquatic terrain), Intimidate –2, Perception +14, Profession (sailor) +14 (+17 in aquatic terrain), Stealth +13, Survival +14 (+17 in aquatic terrain), Swim +18 (+20 with flippers, +21 in aquatic terrain, or +23 with both); **Armor Check Penalty** –1

Combat Gear dead air vials (8), durable arrows (40), *origami swarms* (3), *potions (enlarge person 10)*;

Other Gear +1 *adaptive orc hornbow*, +1 *flaming armor spikes*, +1 *mithral agile breastplate* (razored modification), +1 *spiked gauntlet* (serrated edge modification), +1 *lance* (resembles a long-hafted trident), *belt of giant strength* +4, *boots of the cat*, *cloak of resistance* +1, filter hood, garrote, masterwork flippers, pressurized air tanks (2), tender (39gp), underwater goggles, wet suit

SQ dragon sight, eyes of the storm, intimidating, marine terror, orc blood, savage sailor +3, sure-footed, traits (bandit, serpentine squeeze), weapon familiarity

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 130 lb. 2oz. (excluding tender)

SPECIAL ABILITIES

Animal Fury (Ex) While raging, you gain a bite attack. If used as part of a full attack action, the bite attack is made at your full base attack bonus –5. If the bite hits, it deals 1d4 points of damage plus half of your Strength modifier. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.

Bandit You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you.

Breathtaker (Ex) While raging, whenever you make a successful melee attack against an opponent that is holding its breath, in addition to any other effects caused by that attack, the opponent loses a number of rounds of breath equal to your Strength modifier.

Eyes of the Storm (Ex) You ignore any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that are less than total concealment, and any penalties weather applies on Perception checks are halved.



Marine Terror (Ex) You can hold your breath for a number of rounds equal to four times your Constitution score. In addition, you can move normally through squares of standing water or bog that is 1 foot deep. It does not cost you extra movement to traverse these terrains. Lastly, you ignore the normal cover bonus to AC when attacking creatures that are partially immersed in water.

Rage (Ex) You can enter a rage as a free action for 23 rounds each day. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a –2 penalty to Armor Class. The increase to Constitution grants you 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and you become fatigued afterwards for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Savage Jaw (Ex) While using the animal fury rage power, you can activate this power as a free action and gain the grab ability with your bite attack until the start of your next turn. This power can be used only once per rage.

Savage Sailor (Ex) You gain a +3 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic terrain, including aboard a ship or along shorelines.

Serpentine Squeeze You gain a +1 trait bonus on combat maneuver checks to grapple a foe, as well as a +1 trait bonus to your CMD whenever an opponent tries to grapple you.

Strength Surge (Ex) Once per rage, you may add your barbarian level on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action.

Sure-Footed (Ex) You take no penalties when moving across slick surfaces, whether natural or magical (e.g., *grease*, *ice storm*, and *sleet storm*). You are not at risk of falling, are not denied your Dexterity bonus when moving across such areas, and do not treat them as difficult terrain.

Grimm Shark (while raging)

As above, except as follows...

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, +1 Dex, –2 rage)

hp 129 (9 HD)

Fort +12, **Ref** +5, **Will** +8; +1 bonus vs. inhaled poisons/airborne attacks

OFFENSE

Melee +1 *lance* +19/+14 (1d8+14/×3) and bite +13 (1d4+4 plus grab) or
+1 *flaming armor spikes* +19/+14 (1d6+10 plus 1d6 fire) and bite +13 (1d4+4 plus grab) or
+1 *flaming armor spikes* +33 grapple (1d8+12 plus 1d6 fire) while grappling, or
+1 *spiked gauntlet* +19/+14 (1d4+10) and bite +13 (1d4+4 plus grab)

Ranged +1 *adaptive orc hornbow* +11/+6 (2d6+10/×3)

STATISTICS

Abilities Str 28 (+9), Dex 12 (+1), Con 20 (+5), Int 12 (+1), Wis 14 (+2), Cha 7 (–2)

Base Atk +9; **CMB** +18 (+27 to grapple, +34 to maintain grapples); **CMD** 29 (32 vs. grapple)

Skills Acrobatics +0 (+3 in aquatic terrain), Climb +20 (+23 in aquatic terrain), Intimidate +0, Perception +14, Profession (sailor) +14 (+17 in aquatic terrain), Stealth +9, Survival +14 (+17 in aquatic terrain), Swim +20 (+22 with flippers, +23 in aquatic terrain, or +25 with both); **Armor Check Penalty** –1