

## Grindylow Sharktamer

Male grindylow ranger 4 (Grindylow +1) - CL5 - CR 5

Chaotic Evil Aberration (Aquatic); Deity: **Croatoan**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	16	+3	
<b>DEX</b> DEXTERITY	13	+1	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	9	-1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	9	-1	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6 =	+4	+2				<b>Endurance:</b> +4 vs. hot or cold environments and to resist damage from suffocation
<b>REFLEX</b> (DEXTERITY)	+5 =	+4	+1				
<b>WILL</b> (WISDOM)	+3 =	+3					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 16 =	+2		+1		+3			
<b>Touch AC</b> 11	<b>Flat-Footed AC</b> 15							
			BAB	Strength	Size		Misc	

<b>CM Bonus</b> +7 =	+4	+3	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	18 = 10	BAB	Strength	Dexterity	Size
		+4	+3	+1	-

26 vs. Trip

<b>Base Attack</b>	+4	<b>HP</b>	30
Favored Enemy (Humans +2) : +2 vs. humans		Damage / Current HP	
<b>Initiative</b>	+5		
Favored Terrain (Water +2) : +2 while in water terrain			
<b>Speed</b>	15 ft		

### Bite (Grindylow)

Main hand: **+2, 1d4+1** Crit: x2  
Light, B/P/S

Favored Enemy (Humans +2) : +2 vs. humans

### Javelin

Main hand: **+3, 1d6+3** Crit: x2  
Rng: 30'  
Light, P

Favored Enemy (Humans +2) : +2 vs. humans

### Leather armor

**+2**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+7</b>	DEX (1)	3	
Speed greater/less than 30 ft. : -8 to jump				
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-1</b>	CHA (-1)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Climb</b>	<b>+9</b>	STR (3)	3	
<b>Diplomacy</b>	<b>-1</b>	CHA (-1)	-	
<b>Disguise</b>	<b>-1</b>	CHA (-1)	-	
<b>Escape Artist</b>	<b>+7</b>	DEX (1)	3	
<b>Fly</b>	<b>+1</b>	DEX (1)	-	
<b>Handle Animal</b>	<b>+5</b>	CHA (-1)	3	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>-1</b>	CHA (-1)	-	
<b>Perception</b>	<b>+5</b>	WIS (0)	2	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Water +2) : +2 while in water terrain				
<b>Ride</b>	<b>+6</b>	DEX (1)	2	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Stealth</b>	<b>+12</b>	DEX (1)	4	
Favored Terrain (Water +2) : +2 while in water terrain				
<b>Survival</b>	<b>+6</b>	WIS (0)	3	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Water +2) : +2 while in water terrain, Track: +2 to track				
<b>Swim</b>	<b>+18</b>	STR (3)	4	
Endurance: +4 to resist nonlethal damage from exhaustion				

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Distance Thrower  
Endurance

## Feats

Improved Initiative  
Improved Natural Armor  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Weapon Finesse

## Gear

**Total Weight Carried: 35/230 lbs, Light Load**  
**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Javelin x10	2 lbs
Leather armor	15 lbs
Money	-

## Special Abilities

Amphibious (Ex)  
Animal Companion Link (Ex)  
Darkvision (60 feet)  
Favored Enemy (Humans +2) (Ex)  
Favored Terrain (Water +2) (Ex)  
Share Spells with Companion (Ex)  
Swimming (30 feet)  
Tangling Tentacles (Ex)  
Track +2  
Wild Empathy +3 (Ex)

## Tracked Resources

Javelin

## Languages

Aquan

## Spells & Powers

**Ranger spells memorized** (CL 1st; concentration +1)  
**Melee Touch +7** **Ranged Touch +5**

## Companions

**Animal Companion, Shark - CL2 - CR 1**

STR **13** (+1), DEX **15** (+2), CON **15** (+2), INT **1** (-5), WIS **12** (+1), CHA **2** (-4); Fortitude **+5**, Reflex **+5**, Will **+1**

HP: 16/16; Init: +2; Speed: 0 feet

Attack Bonus: +2; Armor Class: 17 / 13 Tch / 15 Fl

Perception **+1**, Swim **+9**

Bite (Shark) **Melee +3, 1d4+1, x2**

Special: Low-Light Vision, Scent (Ex), Swimming (60 feet)

## Background

A grindy low that's slightly larger than normal, and also fairly good at wielding javelins. These grindy lows are groomed from birth to have a particular affinity to sharks.

## Experience & Wealth

Current Cash: **You have no money!**  
Reputation: **Fame: 4, PP: 4, 100 miles.**