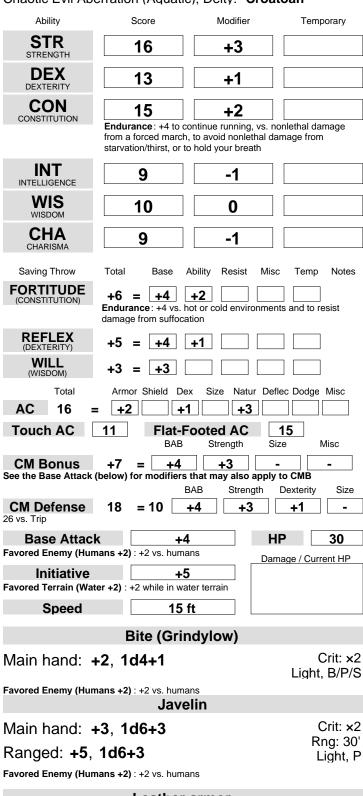
Grindylow Sharktamer

Male grindylow ranger 4 (Grindylow +1) - CL5 - CR 5 Chaotic Evil Aberration (Aquatic); Deity: Croatoan



Leather armor

+2

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







Skill Name	rotai	Ability	Ranks	remp
Acrobatics	+7	DEX (1)	3	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	-1	INT (-1)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
⁹ Climb	+9	STR (3)	3	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
⁰ Escape Artist	+7	DEX (1)	3	
⁹ Fly	+1	DEX (1)	-	
Handle Animal	+5	CHA (-1)	3	
Heal	+0	WIS (0)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+5	WIS (0)	2	
Favored Enemy (Humans +2): +2 vs. humans, Favored Terrain (Water +2): +2 while in water terrain				
Ride	+6	DEX (1)	2	
Sense Motive	+0	WIS (0)	-	
Favored Enemy (Humans +2): +2 vs. humans				
⁹ Stealth	+12	DEX (1)	4	
Favored Terrain (Water +2): +2 while in water terrain				
Survival	+6	WIS (0)	3	
Favored Enemy (Humans +2): +2 vs. humans, Favored Terrain				

Feats

+18

STR (3)

4

(Water +2): +2 while in water terrain, Track: +2 to track

Endurance: +4 to resist nonlethal damage from exhaustion

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

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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 grindylow that's slightly larger than normal, and also fairly good at wielding javelins. These grindylows 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.