# **Tropical Ankhegling**

No Gender ankheg - CL3 - CR 2 True Neutral Magical Beast; Atheist; Age: 2; Weight: 100lb.; Skin: Orange

Ability	Score	Modif	ier	Temporary		
STR STRENGTH	12	+1				
DEX	14	+2	2			
CON	14	+2	2			
INT INTELLIGENCE	1	-5				
WISDOM	11	0				
<b>CHA</b> CHARISMA	6	-2				
Saving Throw	Total Bas	e Ability Resi	st Misc	Temp Notes		
FORTITUDE (CONSTITUTION)	+5 = +3	8 +2				
REFLEX (DEXTERITY)	+5 = +3	8 +2				
WILL (WISDOM)	+1 = +1					
Total	Armor Shield	Dex Size N	atur Deflee	c Dodge Misc		
AC 19 =	-	+2	+7			
Touch AC		at-Footed A BAB Strengt	-			
CM Bonus +8 Grappling	+4 =	+3 +1	-	-		
				exterity Size		
CM Defense	16 = 10	+3	+1	+2 -		
Base Attac	k	+3	HP	20		
			Dama	ge / Current HP		
Initiative		+2				
		1				
Speed		30 ft				
Bite (Ankheg)						
Main hand:	⊦4, 1d10+	1 plus gra	b	Crit: ×2 Light, B/P/S		





Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	-5	INT (-5)	-	
Bluff	-2	CHA (-2)	-	
<sup>U</sup> Climb	+6	STR (1)	2	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
<sup>©</sup> Fly	+2	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+7	WIS (0)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
<sup>0</sup> Stealth	+2	DEX (2)	-	
Survival	+0	WIS (0)	-	
<sup>0</sup> Swim	+1	STR (1)	-	
	Feats			

Skill Focus (Perception) Toughness

# **Special Abilities**

Bite + 1d4 Acid Burrowing (20 feet) Darkvision (60 feet) Grab: Bite (Medium) (Ex) Low-Light Vision Spit Acid (DC 13) (Ex) Tremorsense (60 feet)

#### Gear

Total Weight Carried: 0/130 lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs) Money

### Background

An ankhegling of the tropical variety of ankhegs typically seen in the Shackles. More nimble than its full-grown brethren. Travels in packs.

As a tropical ankheg approaches death, it uses its last energy to erratically move around (1/2 a move action for a tropical ankheg) to simulate a fire.

## Experience & Wealth

Current Cash: You have no money!