Poisoned Hippopotamus

Hippopotamus - CL7 - CR 5

True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary		
STR STRENGTH	19	+4			
DEX DEXTERITY	10	0			
CON	16	+3			
		ontinue running, vs. nor , to avoid nonlethal dan o hold your breath			
INT INTELLIGENCE	2	-4			
WIS WISDOM	13	+1			
CHA CHARISMA	5	-3			
Saving Throw	Total Base	Ability Resist Misc	Temp Notes		
FORTITUDE (CONSTITUTION)	_+8 = <u>+5</u> [+3			
		not or cold environments ation, Sweat : +2 bonus			
REFLEX (DEXTERITY)	+5 = +5 Sweat: +2 bonus vs.	nonmagical disease			
WILL (WISDOM)	+3 = +2 [Sweat: +2 bonus vs.	+1 nonmagical disease			
Total	Armor Shield De	x Size Natur Defle	c Dodge Misc		
AC 17 =	:	-1 +8] <u> </u>		
Touch AC	9 Flat-F	Strength Size	e Misc		
CM Bonus	+10 = +5	+4 +1	_		
	E	BAB Strength D	Dexterity Size		
CM Defense 24 vs. Overrun; 24 vs.		+5 +4	+0 +1		
Base Attacl	< +5	HF	59		
In 141 a 41 a a			age / Current HP		
Initiative	+4	<u> </u>			
Speed	40	ft			
Bite (Hippopotamus)					
Main hand: 🖪	8 248±6		Crit: x2		

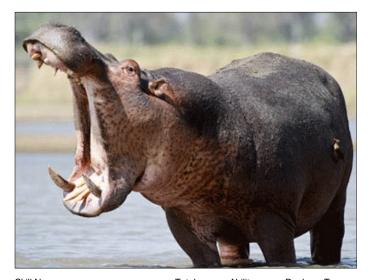
Main hand: **+8**, **2d8+6** Crit: ×2 Light, B/P/S

Trample (Hippopotamus) (DC 17)

Main hand: **+8**, **1d8+6** Crit: N/A Light, B







Skill Name	Total	Ability	Ranks	Te		
⁰ Acrobatics	+0	DEX (0)	-			
Speed greater/less than 30 ft. : +4 to jump						
Appraise	-4	INT (-4)	-			
Bluff	-3	CHA (-3)	-			
⁰ Climb	+4	STR (4)	-			
Diplomacy	-3	CHA (-3)	-			
Disguise	-3	CHA (-3)	-			
⁰ Escape Artist	+0	DEX (0)	-			
⁰ Fly	-2	DEX (0)	-			
Heal	+1	WIS (1)	-			
Intimidate	-3	CHA (-3)	-			
Perception	+8	WIS (1)	1			
⁰ Ride	+0	DEX (0)	-			
Sense Motive	+1	WIS (1)	-			
⁰ Stealth	+1	DEX (0)	2			
hippopotamus: +10 underwater						
Survival	+1	WIS (1)	-			
⁰ Swim	+11	STR (4)	4			

Endurance: +4 to resist nonlethal damage from exhaustion

Feats

Endurance Improved Initiative Power Attack -2/+4 Skill Focus (Perception)

Special Abilities

+10 Stealth underwater (Ex) Capsize (Ex) Hold Breath (x4) (Ex) Low-Light Vision Scent (Ex) Sweat (Ex)

Gear

Total Weight Carried: 0/1050 lbs, Light Load (Light: 348 lbs, Medium: 699 lbs, Heavy: 1050

lbs)

Money

Background

A crazed bull hippopotamus separated from its bloat deep in the jungle. It's covered in puncture wounds from the large bee swarm that swept on to Rickety's Squibs. Not normally territorial out of water, but has become crazed due to the numerous bee stings and wounds.

MORALE: Starts off sickened, down 10 HP, and with two points of bleed damage every turn.

Sourcebooks Used

• Bestiary 2 / Heart of the Jungle - Hippopotamus (race)

Experience & Wealth

Current Cash: You have no money!