

Poisoned Hippopotamus

Hippopotamus - CL7 - CR 5

True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary
STR STRENGTH	19	+4	
DEX DEXTERITY	10	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	5	-3	

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

FORTITUDE (CONSTITUTION)	+8	=	+5	+3				
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Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Sweat:** +2 bonus vs. nonmagical disease

REFLEX (DEXTERITY)	+5	=	+5					
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Sweat: +2 bonus vs. nonmagical disease

WILL (WISDOM)	+3	=	+2	+1				
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Sweat: +2 bonus vs. nonmagical disease

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=			-1	+8			

Touch AC 9	Flat-Footed AC 17		
BAB	Strength	Size	Misc

CM Bonus +10	=	+5	+4	+1	-
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CM Defense 20	=	10	+5	+4	+0	+1
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24 vs. Overrun; 24 vs. Trip

Base Attack	+5	HP	59
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Initiative	+4	Damage / Current HP
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Speed	40 ft
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Bite (Hippopotamus)

Main hand: +8, 2d8+6

Crit: x2
Light, B/P/S

Trample (Hippopotamus) (DC 17)

Main hand: +8, 1d8+6

Crit: N/A
Light, B



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

Experience & Wealth

Current Cash: **You have no 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)